

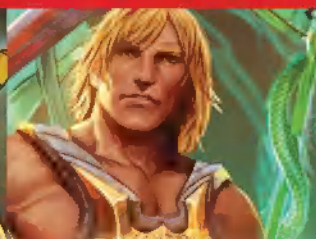


# HE-MAN AND THE MASTERS OF THE UNIVERSE

VOLUME TWO

A CHARACTER GUIDE AND  
WORLD COMPENDIUM

ALSO FEATURING  
SHE-RA, PRINCESS  
OF POWER





The background of the entire cover is a vibrant red. Radiating from the center are numerous thin, light-colored lines that create a starburst effect. Scattered throughout this background are several small, stylized illustrations of characters from the He-Man franchise, including He-Man himself, Skeletor, and various other figures, all appearing to be in motion or flying towards the center.

# HE-MAN AND THE MASTERS OF THE UNIVERSE™

A CHARACTER GUIDE AND  
WORLD COMPENDIUM

== VOLUME TWO ==







# HE-MAN AND THE MASTERS OF THE UNIVERSE

A CHARACTER GUIDE AND WORLD COMPENDIUM

VOLUME TWO

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# ABOUT THE CONTENT OF THIS GUIDE

## *Welcome, Young Warriors!*

Guard this tome, for it contains many of the universe's greatest secrets! But before you proceed with unleashing the power within this guide, I have some important notes regarding its contents . . .

Masters of the Universe is a thirty-five-year-old property—and its sister property, Princess of Power, is nearly the same age—and its mythology is spread across many canons. My Scribes have made a great effort to include as much as possible, but some things may have accidentally fallen into the Tar Swamp. If an obscure location or one-off race of beings didn't make it into this book, the Scribes of Scrollos sincerely apologize.

Other things were left out on purpose. Before we explain why, let's define a few terms.

- ✦ **Categories:** these are the main chapters of the guide, which include "Characters," "Beasts, Creatures & Monsters," and so on.
- ✦ **Entries:** these are the individually named items in the guide. For example, "He-Man" is an entry.
- ✦ **Canons:** these are the sections within an entry that pertain to the source of the information. Each canon section bears a date and title.

It must be noted that my Scribes worked under certain guidelines. They steered clear of behind-the-scenes or developmental sources, such as interviews, convention panels, intercompany bibles, production art, or unused concepts. For licensed publications, cartoons, movies, and other official sources, they tried to avoid including things that were unnamed. That said, some weapons and artifacts attached to named characters did merit their own entries. And finally, they did not use some canon source material if its story content was minimal (for example, this guide excludes coloring book canons). But rest assured that as many canons as possible have been chronicled here, to the best of my Scribes' abilities.

Also, please note that the dates of the canons refer to the year the individual canon started, rather than the year in which

the entry appeared within that canon. For instance, while a character may not have appeared in the Filmation *He-Man and the Masters of the Universe* cartoon until 1984, these cartoon entries are dated 1983, the year the cartoon debuted.

My Scribes also tried to include images for as many canons as possible. But due to space limitations, they could not use images for every single canon. On top of that, some entries do not even have images, so your imagination must do the work!

You will also notice that the entries don't include all possible canon sections in which that entry appeared. In cases where an entry's appearance, personality, or actions did not differ significantly from those described in the previous canons, a section will have been left out to avoid redundancy. For example, one character may have a canon section for the 1983 Filmation cartoon, but the section for the 1986 Marvel Star comics, in which the character's story was nearly identical, will have been left out.

Lastly, in the world of Masters of the Universe, the line between categories is often blurry. As a case in point, the distinction between a character and a beast is almost impossible to discern at times. Battle Cat could easily fall into either of the aforementioned categories. So if you don't see your favorite green tiger in "Characters," then it's because he's in "Beasts."

In the interest of maintaining my records, I value the input of those of you who want the most from the information housed within these pages. Therefore, if you discover something that you feel is missing or incorrect, please contact the eternal guardians of Dark Horse at [heman@darkhorse.com](mailto:heman@darkhorse.com) with details. The Ancients willing, we may be able to include that information in a future edition!

With all of that in mind, we release you now to peruse the greatest guide created to date for the worlds of He-Man and She-Ra. I hope you find the answers you seek!

Be brave!

*Scrollos*



# FOREWORD

## IT WAS ALWAYS MORE THAN JUST A TOY

The first time I met He-Man, the Death Star above Endor had just blown up. I was a *Star Wars* kid, wandering the aisles of the local toy shop, searching for my next fix, something to get me by until Episode 7. (There was going to be an Episode 7, right? Hope sprang eternal.) And there he was. A mass of muscles on muscles. A furry Speedo that would make Conan blush. Towering over his puny 3 ¾-inch competitors, this “He-Man” could snap Luke Skywalker like a Twix bar.

And he wasn’t alone. Stationed on the shelves beside him: warrior goddesses, savage henchmen, cosmic enforcers, lords of destruction, allies, enemies—Masters of the Universe.

I brought home as many as my mom would allow, and it got better. Packaged with each figure was a minicomic. There was crazy stuff going on in those books. A wild mash-up of sci-fi and fantasy. And at the center of it all was this relatable barbarian (no Prince Adam back then!) with one half of a magic sword, just trying to do right in the world.

And then came Filimation: Orko, Cringer, “I have the power!” This universe kept expanding, getting more faceted and deeper (and now in limited 2D animation!).

But it all came back to those toys—aptly named characters with built-in creature features: Moss Man was

really mossy; Stinkor really stank! Like countless other kids, I spent hours coming up with plots for these plastic titans. Did you know Teela and Mekaneck were really estranged brother and sister? No? Hey, don’t knock my kid continuity.

And that’s the thing. All those stories that kids everywhere come up with? They’re all true and just as valid as anything seen in comic books or on TV. It’s one of the things that makes Masters of the Universe so compelling. It draws from so many genres and has been embroidered by so many storytellers over the years that there’s no one continuity. It’s a living myth, and every He-Man fan has the power to be a mythmaker, a Master of the Universe.

As you thumb through this book, you can feel that spirit on every page. Dark Horse and their team of determined archaeologists and forensic experts have mined the depths of every incarnation of Masters of the Universe and laid bare every fact, facet, and fallacy. They’ve produced an indispensable guide for fans who want to relive the past of Masters, as well as for those who want to rebuild its future. They’ve captured the multiverse in a bottle, while also revealing its core truth: We all have the power.

It was always more than just a toy.

**ROB DAVID**

*Head Writer & Producer*

*Mattel Creations*

*Content Development and Production*

*November 29, 2016*



# CHAPTER 1

---

ARTIFACTS, DEVICES & WEAPONS



the 'information' and 'communication' fields. The 'information' field is defined as:

...the study of the nature, sources, uses, and management of information, and the study of the communication of information. (p. 1)

The 'communication' field is defined as:

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These definitions are not mutually exclusive, and the two fields overlap significantly.

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## ACTIVATOR

Skeletor

Activating dormant volcanoes



**1983** FILMATION MOTU ANIMATED SERIES

A metallic, spider-like device, the Activator could lower itself into the ground, stand upright, and fire an intense beam to activate the dormant volcano Krona.

## AIR BOOTS

Flight



**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Air Boots were one of the many inventions on display at the Intergalactic Science Conference on Primus.

## ALCONATRONIC GENERATOR

Alcon



**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Alconatron Generator was a device invented by Alcon which could heat all of Onnor with a single nugget of Transium Ore.

## AMULET OF CRYSTALLIZATION

Skeletor

Transforming those who touch it to crystal



**1983** MOTU MINICOMICS

The Amulet of Crystallization was a magic amulet bearing Skeletor's mark which turned those who touched it into crystal. In two days, the crystallized person would shatter and be lost forever.

## AMBER CRYSTAL OF MILLARCA



Sorcery

**1983** FILMATION MOTU ANIMATED SERIES

The Amber Crystal of Millarca was a magical amulet of destruction and a "superweapon of the Ancients" which was held by the Polti and apparently capable of doing anything its holder desired.

## AMBROSIA

Ambrosia Honeycomb

Andreenids

Enhancing strength

**2002** MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

Ambrosia was the miracle food produced by the Andreenids as Andreenos. The food was an important resource for Buzz-Off's people, with properties that greatly enhanced one's strength when consumed. The food was toxic to species other than Andreenids or those closely related to them, such as the Arachna.



## AMULET OF SERPOS

King Hssss  
Faceless One

Awakening Serpos

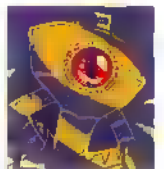


**2002** MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The dreaded Amulet of Serpos was retrieved by King Hssss and his Snake Men from the Temple of Serpos. Hssss did the unthinkable and used it to free the gargantuan Serpos from his stony imprisonment as part of Snake Mountain.

**2002** MVCREATIONS MOTU COMICS

The MVCreatations comics provided a little more information on the Amulet of Serpos. The golden Amulet of Serpos allowed King Hssss to awaken and control the god-beast Serpos. The Faceless One was forced to create it in ancient times when the Snake Men kidnapped his infant daughter. The amulet looked like a snake with an open hood on its sides and a red jewel on its chest area.



## ANCIENT MIRROR OF AVATHAR



Knowledge of history

**1983** FILMATION MOTU ANIMATED SERIES

The Ancient Mirror of Avathar was a beautiful and ornate looking glass containing all the knowledge of the Avathar Empire. When one asked it a question, an indistinct male face would appear and provide the answer.



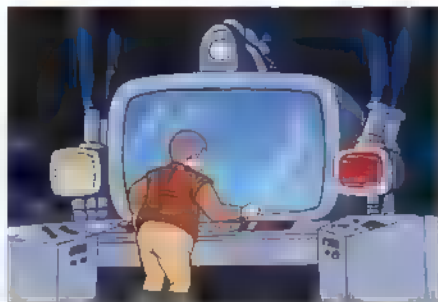
## ANCIENTS' BOOK OF SPELLS



**1983** FILMATION MOTU ANIMATED SERIES

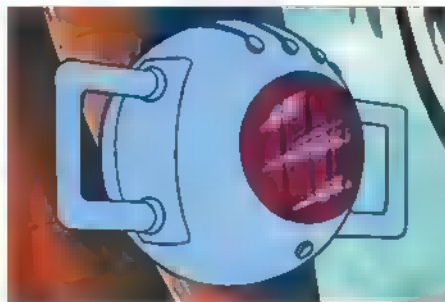
The Ancients' Book of Spells was located in the Temple of the Wolf, within the Cave of the Winds. The ornate book was locked inside a magical glass case. To obtain the book one had to speak the magic words "nepo amases." Although it was never revealed what was inside the book, it was rumored to contain some incredibly powerful spells.

## ANGER BEAM



Skeletor  
Maddok

Enraging animals  
Storing animals on tape for transport



**1983** FILMATION MOTU ANIMATED SERIES

The Anger Beam was a large machine built by the scientist Maddok and housed on Skeletor's Collector. Its beam could enrage animals or store them on tape for transport elsewhere on the planet. The Anger Beam Sender was used in conjunction with the Anger Beam. The Sender emitted a pulse which could turn a peaceful animal into a ferocious one.

## ANIMAL CALLER



Man-At-Arms

Imitating animal calls

**1983** FILMATION MOTU ANIMATED SERIES  
Man-At-Arms' flute-like Animal Caller could mimic the calls of a wide variety of animals of Eternia.

## ANTIDOTE SHELL

Hordak

**1986** UK MOTU COMIC MAGAZINES

The Antidote Shell was a crystalline object which could restore any person or object which had been transformed into crystal by the Crystal of Crystals.

## ANTIGRAV PILLAR

Skeletor

Defying gravity  
Holding flying vehicles motionless in the air

**1984** GERMAN MOTU AUDIO PLAYS

A relatively small humming device, the AntigraV Pillar defied gravity and could stop and hold a vehicle motionless in the air, preventing it from moving or landing.

## ANTI-GRAVITY DEVICE (I)

Hordak

Generating antigravity



**1986** UK MOTU COMIC MAGAZINES

Invented by Hordak, the Anti-Gravity Devices canceled out gravity in their immediate vicinity. He planned to use them to drop a mountain on Castle Grayskull.

## ANTI-GRAVITY DEVICE (II)



Gepple  
Meldoc

Generating antigravity

**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Anti-Gravity Device was a small antigravity generator built by Gepple and Meldoc when they were experimenting with new ways to keep Levitan afloat. It was powered by a small amount of Beryllium Ore.

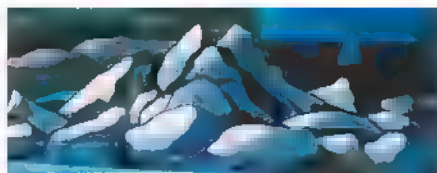
## APOCALYPSE GUN

**1987** ITALIAN MAGIC BOY MAGAZINES

The Apocalypse Gun was a powerful experimental weapon that could be used to open up giant ocean whirlpools, create tidal waves, and control ocean streams. When it was lost in a sunken wreck, the Heroic Warriors attempted to recover the weapon to keep it out of evil hands. However, Hordak managed to obtain the Apocalypse Gun for a short time.



## ARCALITE



## PRIMARY OWNER

Arcadia

## 1983 FILMATION MOTU ANIMATED SERIES

Arcalite was a mineral found in plentiful amounts beneath the Eternian city of Arcadia. It was mined and used to power Arcadia's protective force dome.

## ARGONIAN POWER CELL

## PRIMARY OWNERS

Argonians

## SPECIAL ABILITIES

Storing energy

## 1985 FILMATION POP ANIMATED SERIES

Known as the greatest source of energy in the galaxy, Argonian Power Cells were used to power Argonian spaceships. When damaged, they would explode within hours, causing a blast capable of destroying a planet.



## ARKION'S STAFF



## 1985 FILMATION POP ANIMATED SERIES

Arkion's Staff was a device that produced hard beams of light. The tip of the staff was circular and fired a green ray which could either gently tap someone on the shoulder or upend a heavy Destructo Tank.

## ARKOS'S RAY MACHINE

## 1986 UK MOTU COMIC MAGAZINES

Emperor Arkos's Ray Machine was created with the purpose of beaming the monsters that attacked his city away from his planet without harming them.



## ARROW OF APOLLO



## PRIMARY OWNERS

Sorceress  
Bow  
She-Ra

Illumination

## 1985 LADYBIRD POP BOOKS

The Arrow of Apollo was a magical arrow that appeared to be made of light. It was sent to Bow and She-Ra by the Sorceress and used to destroy Shadow Weaver's Magic Mirror.

## ASTEROID OF POWER



## 1983 LADYBIRD MOTU BOOKS

Somewhere in the asteroid belt that encircled Eternia was the Asteroid of Power.

An object of legend, it was said that it would be a source of limitless power to the one who possessed it. When Skeletor and Hordak both fought to obtain the asteroid, it was ultimately lost and destroyed in the Sea of Sargon.

## ASTRALA

Healing

## 1987 GERMAN EHAPA MOTU COMICS

Astrala was a type of flower from the era of life, hidden in the land of Darkoria on Primus. The radiation it emitted had powerful healing properties, capable of curing the planet's entire population of a contagion released by Skeletor.



## AUDIO/VIDEO DISC

Hank Rappa



## 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Audio/Video Disc belonged to Hank Rappa and contained a recording of one of his rock concerts.

## AURAGRAPH CAMERA

Photographing auras

## 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES



The Auragraph Camera was a device on display at the Intergalactic Scientific Conference on Primus. It took pictures of the invisible field that surrounded all

living things and could recover images of events that had happened several hours earlier.

## DAMDITE

## PRIMARY OWNERS

Jova

Invisibility



## 1983 FILMATION MOTU ANIMATED SERIES

Mined by Jova and his race of bear-like people, Bambite was an ore that allowed anyone holding it to become invisible for a short time.

## BASOPHIL AMULET

## PRIMARY OWNERS

Count Marzo

## 2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

Count Marzo's Basophil Amulet was the main source of his magical powers. He used the mystical red gem to enhance his strength, cast spells, and create weapons. While he wasn't completely powerless without it, he went to great lengths to keep it in his possession.



## BATTLE ARMOR (I)



He-Man

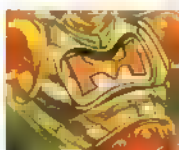
Protection  
Self-repair

## 1984 GERMAN MOTU AUDIO PLAYS

The Battle Armor was invented by Man-At-Arms to give He-Man additional protection in combat. It prevented fatal blows and, if damaged, repaired itself. Initially, only silver could penetrate it, but this defect was resolved when Man-At-Arms infused the armor with a rare crystal from the Mystic Mountains.

## 1987 GERMAN EHAPA MOTU COMICS

Similar to the German audio plays, the Ehapa comics established that Man-At-Arms created the Battle Armor for He-Man. However, after the armor was stolen by Hordak, Man-At-Arms further enhanced it with a sensor programmed to He-Man's genetic code, making it function only for He-Man himself.



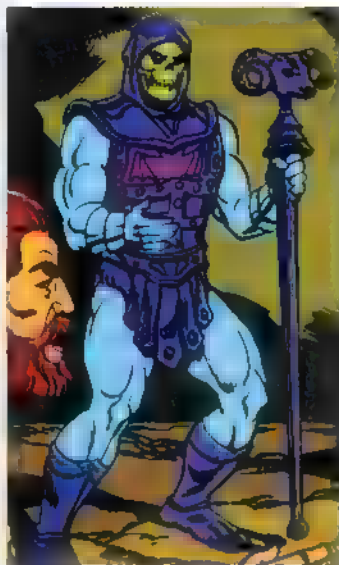
## 2008 MOTU CLASSICS

He-Man created his Battle Armor after learning to harness the Power of Grayskull. He discovered that by combining the power of the universe and the knowledge of the Elders, he could anticipate the armaments and armor needed to best help him in his early battles against Skeletor and his Evil Warriors.

## BATTLE ARMOR (II)

Skeletor

Protection

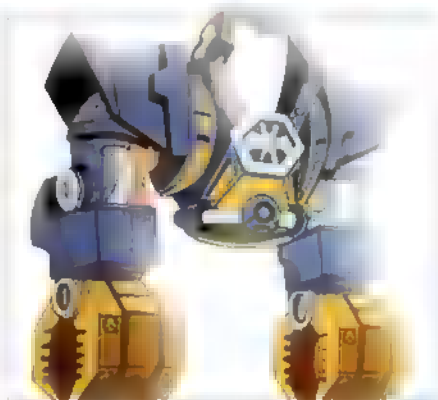


## 2008 MOTU CLASSICS

Skeletor used dark magic to create his Battle Armor and penetrate the newly created Mystic Wall. Once he had returned to the Light Hemisphere, he abducted Princess Adora and captured and secretly cloned the Sorceress of Grayskull, but Man-At-Arms and Oo-Larr stopped him. Three strikes from Oo-Larr's battle axe destroyed Skeletor's enchanted armor and returned him to the Dark Hemisphere.

Twenty years later, Skeletor remade his armor to counter the Battle Armor worn by He-Man. Although his new armor was stronger, it no longer possessed the same mystic qualities of the original.

## BATTLE ARMOR (III)



He-Man

Flight

## 2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

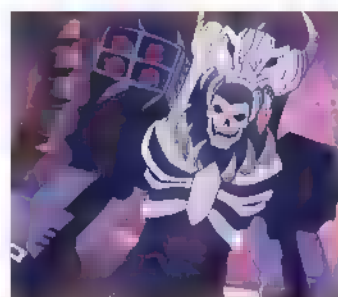
He-Man's Battle Armor was created by Sortech to aid him in battling giant war machines. The armor was powered by the Ergon and worn over He-Man's torso and the existing parts of He-Man's Snake Armor. It was equipped with huge limbs bearing metal clamps, twin missile launchers, and a jetpack to propel the wearer through the air at incredible speeds. With a thought, Sortech disintegrated the Battle Armor.

## BATTLE ARMOR (IV)

Skeletor

## 2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

Skeletor's Battle Armor was created by Sortech to fight giant war machines. It was worn over his torso and was equipped with huge limbs bearing metal claws and missiles launched from its shoulder and knuckles. When Skeletor attempted to steal the Ergon, Sortech disabled the armor, trapping him inside.



## BEAM RAY

Man-At-Arms

Carving rock



## 1983 FILMATION

MOTU ANIMATED SERIES  
Man-At-Arms' Beam Ray emitted a ray of energy to carve rock, with settings for work as delicate as carving a statue, or as

powerful as boring a hole into a mountain. The handheld device had a dish mounted on top from which the ray projected.

## BEAM-CANNON

Man-At-Arms

Firing deadly energy beams

## 1986 UK MOTU COMIC MAGAZINES

The Beam-Cannon was a weapon created by Man-At-Arms, who had been captured by Skeletor and forced to build a weapon to attack Eternos City. Man-At-Arms, who had tricked Skeletor into thinking he had him under his mind-control spell, built the Beam-Cannon to be powered by Skeletor's Sun-Fire machine as the evil forces attacked Eternos. The Beam-Cannon was designed to fire



deadly energy beams drawn from the Sun-Fire. However, Man-At-Arms devised the assault so that the Beam-Cannon would sink beneath the quicksand as the attack began, destroying the Sun-Fire with its energy beams as it did so.

### BEAMING CELLS

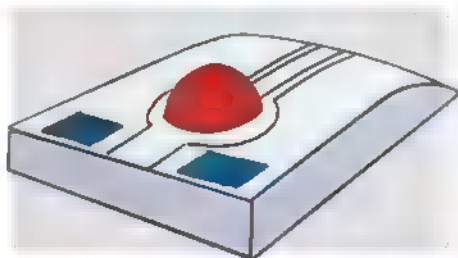
Man-At-Arms

Teleportation

**1984** GERMAN MOTU AUDIO PLAYS

The Beaming Cells were created during a period when Skeletor had taken over Eternis and the Masters were forced to live in Snake Mountain. Taking inspiration from Orko's ability to teleport, Man-At-Arms invented the Beaming Cells, which allowed one to teleport between the two cells and were used to smuggle King Randor, Queen Marlena, and their servants out of the Royal Palace when Skeletor had conquered Eternis.

### BEEPER



Man-At-Arms

Summoning flying creatures

**1983** FILMATION MOTU ANIMATED SERIES

Man-At-Arms' Beeper was a hand-sized device with a prominent red light that could attract any living creatures that flew near it (such as Wolf Bats or Stratos) by sending out a slow, pulsating signal.

### BELLS OF DOOM



**1987** GERMAN EHAPA MOTU COMICS

The Bells of Doom were seven bells in the cursed city of Moratoria that, when rung, gave the ringer great evil powers for half a day. Skeletor once succeeded in ringing the dreaded bells, which gave him control over many evil beings, including the Horde and the Snake Men.

### BELT SHIELDS

Evil Mutants

**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Belt Shields were one of many devices found on the Asteroid of Junk. When the wearer activated the belt, a force shield would surround them, making them invulnerable.

### BERYLLIUM ORE

**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Beryllium Ore was a substance used to keep the floating city of Levitan in the air by powering its antigravity generator.

### BIO-GRAPH MACHINE

Hordak

Measuring and analyzing one's physical abilities

**1986** UK MOTU COMIC MAGAZINES

Hordak developed the Bio-Graph Machine to record, measure, and analyze He-Man's physical abilities to determine his greatest weakness.



### BLACK ALDER WOOD

Harming the Sorceress



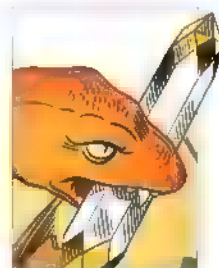
**1987** GERMAN EHAPA MOTU COMICS

Black Alder Wood was the only material with the power to harm the Sorceress of Grayskull. Hordak shot an arrow made of Black Alder Wood in the Sorceress; the small wound caused her great pain until the wood's last shard was removed.

### BLACK CRYSTAL OF POWER

**1987** ITALIAN MAGIC DOY MAGAZINES

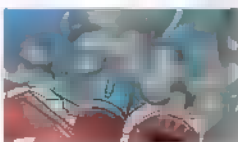
The Black Crystal of Power was a legendary artifact that could only be obtained once the Snake Goddess's Cosmic Egg hatched. The crystal imbued the Snake Men with unimaginable power—enough to easily conquer Eternia and subjugate all mammals on the planet.



### BLACK OMEGA

**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

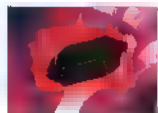
Black Omega was a deadly gas capable of destroying Primus's shield. It was thought to have been destroyed, but supplies were later found on the planet Omega-4.





## BLACK RUBY

Increasing magical powers



## 1985 FILMATION POP ANIMATED SERIES

The Black Ruby was an eerie artifact with an iridescent red glow. Shadow Weaver used the power of the ruby to increase her magical powers and then cast the Whispering Woods into darkness.

## BLUE ICE DIAMOND

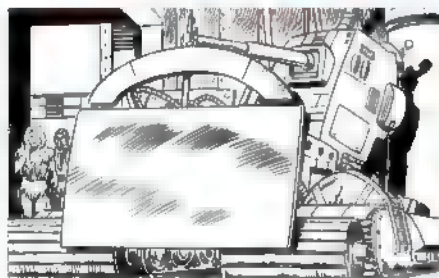
Cloaking the sun

## 1985 POP MINICOMICS

The Blue Ice Diamond was a magical gem hidden in a secret location on Etheria. Only a map hidden within Frost's cape denoted the diamond's whereabouts. The Blue Ice Diamond's magic was so powerful that it could turn an entire planet into a frozen wasteland by blocking out the sun (or "Daystar"), causing a cloak of darkness to sweep across the land and plunging the planet into an endless ice age.



## BODY-TRAPPER



Hordak

Detecting and pulling on metal in human body

## 1986 UK MOTU COMIC MAGAZINES

Hordak invented the Body-Trapper in an attempt to capture He-Man. The machine detected and pulled on the metals within a human body, thus holding its victim fast. It was eventually short-circuited by a spray of water from Snout Spout.

BOOK OF  
ARCANE KNOWLEDGE

Shadow Weaver  
Castaspella

## 1986 UK POP COMIC MAGAZINES

The Book of Arcane Knowledge contained powerful enchantments and spells which could only be used once, as the pages themselves were endowed with the magic. Shadow Weaver found the book and used it to cause chaos until it was taken from her by Castaspella.

## BOOK OF BEGINNING

Evil-Lyn  
Skeletor

Divination



## 1987 GERMAN EHAPA MOTU COMICS

Evil-Lyn's Book of Beginning explained to her and Skeletor how to control a powerful tornado that wreaked havoc on Eternia.

## BOOK OF EVIL

## 1987 GERMAN EHAPA MOTU COMICS

The Book of Evil's dark powers once came close to defeating the Elders. As a result, they placed it in an enchanted cage. Centuries later, when Skeletor found the book, the heroes were tasked by the Sorceress with finding and assembling the Crystal Shield, which resulted in the book's destruction.



## BOOK OF LIVING SPELLS

Eldor  
He-Ro

## 2006 MOTU CLASSICS

The Book of Living Spells was an ancient grimoire belonging to its guardian, the wizard Eldor on Preternia. Eldor taught his apprentice Gray, who later became He-Ro, how to use the book's magic. After He-Ro died saving King Grayskull from Hordak, Eldor used the book to cast a great spell that submerged the Three Towers. The book was later stored in He-Ro's crypt, where it remained for thousands of years, along with his magic staff.



## BOOK OF POWERS

## 1986 UK MOTU COMIC MAGAZINES

The Book of Powers was discovered in the ruins of Amerios Island by Mer-Man, who brought it to Skeletor at Snake Mountain. Skeletor planned to use it to unlock the secrets of the cosmos.

BOOK OF  
RANGOR'RATH THE MIGHTY

Shadow Weaver

## 1986 UK POP COMIC MAGAZINES

Shadow Weaver used the Book of Rangor'Rath the Mighty to cast a spell which turned Adora's friends against her. The book was apparently lost when She-Ra destroyed Shadow Weaver's secret fortress.



## BOOK OF SPELLS (I)

## PRIMARY OWNERS

Castaspella



## 1985 FILMATION POP ANIMATED SERIES

One of Mystacor's most important treasures, the Book of Spells was housed at Castle Mystacor and was under the guardianship of Castaspella. It contained ancient magic spells, some of which were capable of unleashing great evil upon Etheria.

## BOOK OF SPELLS (II)

## 1986 UK MOTU COMIC MAGAZINES

The Book of Spells accompanied the Glove of Globolah, the mystical artifact with powers to rival those of Castle Grayskull. The glove's magic could only be operated with the Book of Spells.



## BOOK OF YESTERDAYS

## PRIMARY OWNERS

Sorceress

## SPECIAL ABILITIES

Recording and displaying important events in Eternian history



## 2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

Kept by the Sorceress at Castle Grayskull, the Book of Yesterdays contained a record of all the important events in Eternian history, big or small. The Sorceress (in disguise) told Orko he was quite prominent in the book. Its images acted as magical windows, playing out scenes of the events it had recorded.

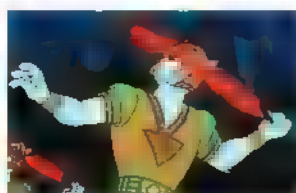
## BRIGHT CLAWS

## PRIMARY OWNERS

Magicats

## 1985 FILMATION POP ANIMATED SERIES

Bright Claws were swords wielded like spears by the Magicats. When thrown, one would become a red beam of powerful energy.



## BRAIN AMPLIFIER

## PRIMARY OWNERS

Skeletor

## SPECIAL ABILITIES

Increasing intelligence



## 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Brain Amplifier was a device which could increase one's intelligence. Skeletor took it from Korac and used it to make Slush Head, BH (Butthead), and Staghorn smarter. The Brain Amplifier worked a little too well and turned the Mutants into geniuses who rebelled against Skeletor and Flogg.

## BRAIN TRANSFER MACHINE

## PRIMARY OWNERS

Modulok

Transferring mind and intelligence from one individual to another

## 1983 FILMATION MOTU ANIMATED SERIES

Invented by Modulok and housed at Station Zeta, the Brain Transfer Machine could transfer the mind and intelligence of an individual into the mind of another through an assortment of wires.

## BRAIN WAVE DETECTOR

## 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Brain Wave Detector was a device created by Flogg's Tech Mutants to pick up and analyze people's vibrations from miles away, allowing them to be tracked. Skeletor used it to track He-Man until Slush Head accidentally destroyed it.



## BUBBLE BLOWER



## PRIMARY OWNERS

she-ra

## 1985 POP MINICOMICS

The Bubble Blower was a device employed by She-Ra to produce hundreds of perfect bubbles, which accumulated and formed a crystal-clear defensive shield around her and her allies.

## SEE ALSO: BUBBLE POWER ARMOR

## BUBBLE OF POWER

## PRIMARY OWNERS

Skeletor

Creating impenetrable force field

## 1983 GOLDEN MOTU BOOKS

Created by the Power-Shield Projector, the Bubble of Power was an impenetrable force field bubble.

## BUBBLE POWER ARMOR

## PRIMARY OWNERS

She-Ra

## SPECIAL ABILITIES

Enhancing strength and stamina

## 2008 MOTU CLASSICS

After She-Ra led the Etherian Rebels through the Laser Gate to Eternia, she used her Sword of Protection to channel the Power of Grayskull and create new armor for herself. She created her Bubble Power Armor to increase her strength and stamina in battle. The armor's Bubble Wand let her create great plumes of energy that she could funnel at her enemies.

## SEE ALSO: BUBBLE OF POWER



## BUZZ-WHEEL OF DESTRUCTION

RIMA 1985

Two Bad



1986 UK MOTU COMIC MAGAZINES

Invented by Two Bad to garner favor with Skeletor, the Buzz-Wheel of Destruction could be sent on a course toward a target and use its sharp edge to send buildings crashing to the ground. It was destroyed when He-Man diverted its course away from Eternos and Two Bad was forced to activate its self-destruct mechanism to prevent it from leveling Snake Mountain.

## CABINET OF WONDERS

Evil-Lyn

Swapping individuals



1983 FILMATION MOTU ANIMATED SERIES

The brightly colored Cabinet of Wonders, when used in conjunction with the Shaping Staff, could cause the person inside it to disappear by swapping them for another individual.

## CANINE CARVING

Holding the Dogs of War in a dimensional prison

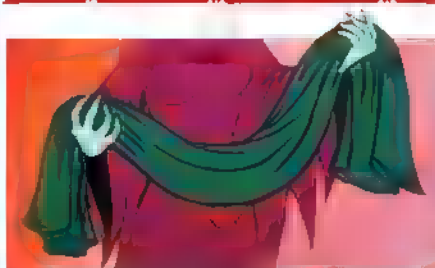


1986 UK MOTU COMIC MAGAZINES

The Canine Carving represented Ceres, the demonic leader of the legendary Dogs of War. It was shaped by a great

sorcerer many centuries ago. It was in fact a prison designed to hold the Dogs of War in the dimension in which they had been imprisoned by the Elders of Eternia. When Skeletor directed a blast of magic at it, the statue unleashed the entire army of Dog Soldiers from their prison. He-Man defeated the Dogs of War and the battle statue reappeared, indicating that Ceres and his army had returned to their ten-thousand-year sleep.

## CAPE OF NIGHT



Shadow Weaver

1985 FILMATION POP ANIMATED SERIES

The Cape of Night was created by Shadow Weaver's dark magic. Placed around the neck of the intended victim and used in conjunction with the Gem of Sight, the green cape would move in certain directions to suggest which route an individual should take, allowing the Horde to control the movements of that person.

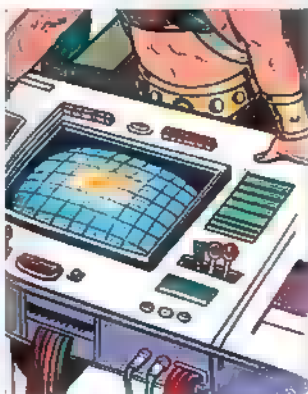
## CAPTURE BOT



1985 FILMATION POP ANIMATED SERIES

The Capture Bot, designed to be effective if not durable, used its prominent claws to ensnare its victim. The robot bore more than a passing resemblance to Skeletor's Hover Robots.

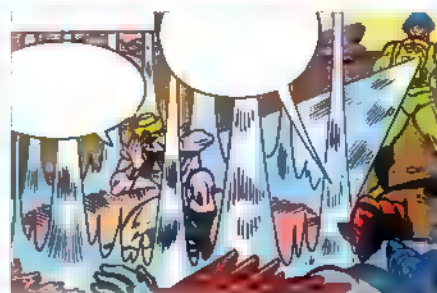
## CASTLE GRAYSKULL'S SUPER COMPUTER

Man-At-Arms  
He-ManSynthesizing language  
Long-distance monitoring

1983 LADYDIRD MOTU BOOKS

Castle Grayskull's Super Computer was linked to the Heroic Warriors' vehicles. It was also connected to the Radio Telescope within Eternia's orbit. The computer had a built-in Language Synthesizer and also served to keep an eye on Eternia, which could be viewed on a high-tech monitor.

## CAPTURE FIELD GENERATOR



Man-At-Arms

Producing force field around enemies

1984 GERMAN INTERPART-CONDOR MOTU COMICS

Built into Man-At-Arms' armor, the Capture Field Generator sent out a ray that created an impenetrable force field around a foe.

## CARPET OF CHAOS



1986 UK MOTU COMIC MAGAZINES

The Carpet of Chaos was an enchanted carpet located at the Well of the Forgotten. All who walked upon it were granted vast magical powers. Each of the powers, represented by a variety of mystic symbols, could be used only once. The carpet was rendered useless when Orko tricked Skeletor into using up all its mystic symbols, after which Battle Cat used it as a sleeping mat.

## CATRA'S MASK



Catra

Transforming its wearer into a panther or cat

## 1985 FILMATION POP ANIMATED SERIES

Catra's Mask was an ancient artifact which the Horde stole from the queen of the Magicats shortly after imprisoning her. When Catra placed the mask over her eyes, she was able to transform into a panther. Catra's Mask was also capable of firing a beam of ice that could freeze anyone, although this knowledge was wiped from her mind by the Magicats.

## 1985 POP MINICOMICS

Catra possessed a magical mask which, when worn over her eyes, enabled her to transform into a small but fierce feline.

## 2008 MOTU CLASSICS

The Evil Horde gave a magical mask to Queen C'yra of D'Riluth III of the Tri-Solar System when she joined their intergalactic army. The mask granted her secret powers, including the power to transform into a panther. This evil magic made her a dangerous warrior for the Horde on both Eternia and Etheria.



## CATRA'S SWORD OF EVIL

## PRIMARY OWNER

Catra

## SPECIAL ABILITIES

Performing powerful magic on first two uses (but useless afterward)

## 1986 UK POP COMIC MAGAZINES

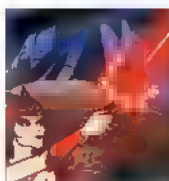
Catra desired a sword of her own just like She-Ra's, so she could have power equal to that of She-Ra. She captured Madame Razz, Broom, and the Twiggies and forced them to make her a Sword of Evil that would be just like She-Ra's, only to be wielded for evil purposes. They complied and made the sword, but Madame Razz used her magic to set the sword so it would only work twice and afterward be useless.



## CATRA'S WAND

## PRIMARY OWNERS

Catra



## 1985 FILMATION POP ANIMATED SERIES

Catra's Wand was a unique device that fired a beam which could change the weight of an object, and even its shape.

## CATSCOPE

## PRIMARY OWNERS

Catra

## SPECIAL ABILITIES

Viewing objects over great distances



## 1983 LADYDIRO MOTU BOOKS

Mounted atop Cat Tower, the Catscope allowed Catra to view objects at great distances and spy on the Great Rebellion.

## CELESTIUM

## 1986 UK POP COMIC MAGAZINES

Celestium was a mineral coveted by Hordak for use in his experiments. The only known deposits of it on Etheria were located beneath the Northern Mountains in the Kingdom of the Snows.

## CHAIN SWORD

## 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Chain Sword was a deadly weapon constructed by the Blacksmith of Crelus. It was stolen by Needle Nose but later returned by Skeletor to earn the blacksmith's trust.



## CHAMBER OF YOUTH

Hordak

## SPECIAL ABILITIES

Causing a captive to grow younger



## 1986 UK MOTU COMIC MAGAZINES

Invented by Hordak and powered by the Elixir of Youth, the Chamber of Youth made anyone within it grow younger and younger, regressing into childhood.

thin it grow younger and younger, regressing into childhood.

## CHIEF MERLO'S STAFF

## 1983 FILMATION MOTU ANIMATED SERIES

Powered by the Moorfire Stones, Chief Merlo's Staff could magically remove a variety of twisted plant life located within the Vine Jungle. When used, the head atop the staff glowed.



## CHIMERA ACID BOMB



IMAGE COURTESY OF DC COMICS

## SPECIAL ABILITIES

Stealth

## 2012 DC MOTU COMICS

Due to its ability to be mystically disguised as anything (for example, a baby), the Chimera Acid Bomb was a prime instrument for assassination. One such device was used in an attempt to murder the tyrant King He-Man in an alternate timeline.

## CHRODIUM



## 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

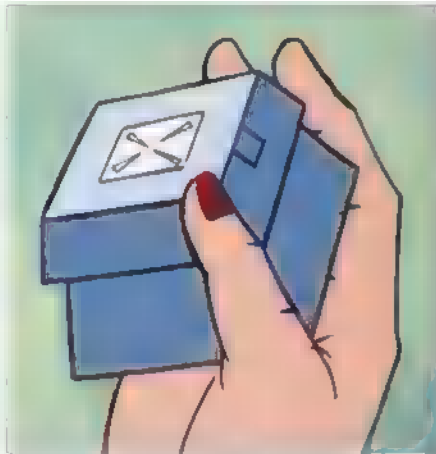
Chrodium was an extremely shiny alloy which was blinding when exposed to direct sunlight.



## CIRCUIT CONFUSERS

Great Rebellion

Rendering computers useless



**1985 FILMATION POP ANIMATED SERIES**  
Circuit Confusers rendered any computer-based device useless. The Great Rebellion used them against Horde Troopers.

## CITRINES

**1984 UK WORLD MOTU ANNUALS**  
Citrines were varieties of quartz with a medium golden-yellow color.

## CLOAK OF INVISIBILITY

Great Rebellion

Invisibility



**1983 LADYBIRD MOTU BOOKS**

The Cloak of Invisibility was a magic cloak that made the wearer invisible. Adora used this cloak to help her rescue Bow from the clutches of Catra, who had imprisoned him in a clearing of the Forest of Fear.

## CLOAKING SHIELD



Invisibility  
Undetectability

**1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES**

The Cloaking Shield was a special feature of the *Starship Eternia* that rendered the ship invisible and undetectable by Mutant sensors.

## CLONING MACHINE

Scientists of Primus

Cloning people



**1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES**

The Cloning Machine was a device constructed by the Scientists of Primus based on designs left in a supercomputer by Skeletor. It created clones of the Inner Council members at Master Sebrion's instruction, but the clones proved to be unstable and fell under Skeletor's control.

## CLOUD COVER DEVICE



Evil Horde

Cloud creation

**1985 FILMATION POP ANIMATED SERIES**

The Cloud Cover Device was a Horde machine, generally found on their aircraft, which would shroud a vehicle in a cloud to catch enemies by surprise.

## CLOUD-MAKING MACHINE

Evil Horde

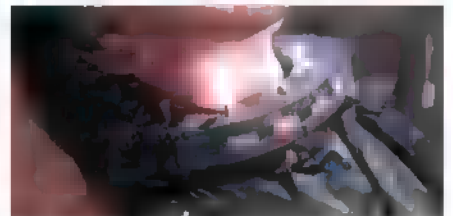
Cloud creation

**1986 UK POP COMIC MAGAZINES**

The Cloud-Making Machine was a device employed by Hordak during his early assaults on Castle Bright Moon. The device generated thick clouds to block out moonlight, the source of power for Bright Moon.



## COLLAR OF ALDRUBAR



Evil Warriors

Forcing the wearer to tell the truth

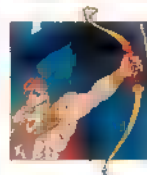
**1987 MOTU FILM**

The Collar of Aldrubar was a large technocollar that, when placed around someone's neck, would distort their voice and force them to tell the complete truth.

## COMBOW

Bow

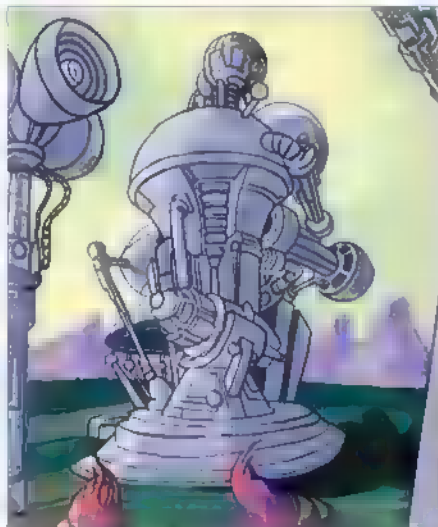
Transformation from bow to musical instrument  
Changing size



**1985 FILMATION POP ANIMATED SERIES**

Bow's Combow was both bow and musical instrument. It could be strummed like a harp and also used as a bow suitable to his superb marksmanship. It could shrink in size until only its handle was visible, allowing Bow to carry it under his cape.

## CORIDITE REACTOR



Man-At-Arms  
Widgets

Generating energy

**1983 FILMATION MOTU ANIMATED SERIES**  
The Coridite Reactor was invented by Man-At-Arms and built by the Widgets to convert the Coridite's power into safe energy for much of Eternia. The reactor exploded, however, due to a piece of faulty Coridite.

## COSMIC BOMB

**1986 UK MOTU COMIC MAGAZINES**  
The Cosmic Bomb was a weapon brought to Eternia by two aliens from opposing armies as the prize for a race wherein He-Man and Skeletor were pitted against one another to determine the victor of the war on the aliens' home world. The winner of the race would be given the Cosmic Bomb, which would allow them to rule Eternia.

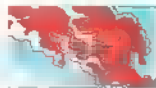
## COSMIC CLOCK

Controlling time



**1983 GOLDEN MOTU BOOKS**  
The Cosmic Clock was a powerful magical clock that allowed the possessor to control time when the clock struck twelve.

## COSMIC CLOUD



**1987 ITALIAN MAGIC BOY MAGAZINES**  
The scarlet Cosmic Cloud from Lilliput IV mysteriously appeared on Eternia one day and caused its entire populace to shrink to the size of mice. Hordak and his Evil Horde escaped the cloud's effects by entering a dimensional portal to Etheria. They returned to Eternia shortly thereafter and began terrorizing its miniaturized inhabitants. Fortunately, the Cosmic Cloud's effects were short lived, and those affected by it soon returned to normal size.

## COSMIC CONVERTER

ARTIST: BARTON  
Skeletor

POWER: MIND CONTROL



**1986 UK MOTU COMIC MAGAZINES**  
The Cosmic Converter was a mind-control device Skeletor stole from the alien criminal Barton. It allowed the wielder to command another to do their bidding and follow their every command.

## COSMIC CRYSTAL

**1986 UK MOTU COMIC MAGAZINES**  
Five thousand years before He-Man, the Council of Elders made plans to protect Eternia from the forces of evil. The council forged their mystic powers through the Cosmic Crystal and created a citadel, Castle Grayskull.

## COSMIC EGG



**1987 ITALIAN MAGIC BOY MAGAZINES**  
According to legend, the Cosmic Egg was laid by the Snake Goddess. Within the egg was the incredibly powerful Black Crystal of Power. King Hiss and the Snake Men once forced the Sorceress to transform into Zoar so that she could brood the egg.

## COSMIC GEM



**1987 ITALIAN MAGIC BOY MAGAZINES**  
The enormous Cosmic Gem was kept in a tower on Edentide Island. The cosmic waves which emanated from the gem controlled the monstrous squid that dwelled in the waters of Edentide.

## COSMIC KEY

Gwildor

## SPECIAL ABILITIES

Traveling through space and time

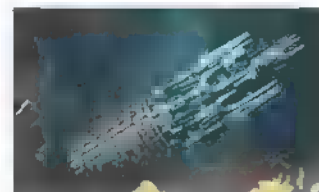


**1983 MOTU MINICOMICS**  
The Cosmic Key was a powerful device built by the diminutive scientist Gwildor. A multipronged mechanical contraption, it could unlock gateways through time and space. It could transport its user across the universe in an instant or, when used in conjunction with the power of the Central Tower, open passages through time, enabling a person to travel into the past and possibly the future.

**1987 MOTU FILM**  
Gwildor built two Cosmic Keys, a main key and a working prototype. Once the user computed the proper gravitonic tones, the key would open a gate to anywhere in time and space. It was used to travel between Castle Grayskull and Earth, as well as back in time from Eternia to Earth. When activated, the key played a sequence of tones, its top spun, and lights appeared above it. Eventually the lights would create a doorway.

**2008 MOTU CLASSICS**  
The Cosmic Key was the greatest invention of the brilliant Gwildor on the planet Eternia. It could harness universal energies to create portals through space and time and proved so powerful a prize that Gwildor had to flee his home and fake his own death in order to escape the forces of evil who pursued it. The Cosmic Key could channel the power of Central Tower, which was also connected to time travel.

When He-Man became king of Eternia, he created the Time Agents to protect Eternia's history and had them reverse engineer the Cosmic Key to create the Mighty Spector's Vortex Suit.

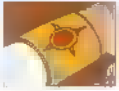




## COMLINK

## SPECIAL ABILITIES

Communication



**1983 FILMATION MOTU ANIMATED SERIES**

Eternians could have a Comlink as part of their gauntlets. He-

Man, Beast Man, Man-At-Arms, and others were noted for utilizing the device. The wearer could speak into it and communicate with others who had Comlinks and with vehicles. It glowed when receiving a message.

## COMMUNICATORS

## PRIMARY OWNERS

Man-At-Arms

**1983 FILMATION MOTU ANIMATED SERIES**

The Communicators were a pair of cylindrical handheld devices developed by Man-At-Arms for communication over great distances. They had an incredible range. The antenna atop each would glow while receiving a signal from the other.



## COMPACTO-FIELD

Hydron

## SPECIAL ABILITIES

Reducing the space between drops of water



**1986 UK POP COMIC MAGAZINES**

The Compacto-Field was a ray employed by Hydron of Ocenus to

condense drops of water by removing the space between them. It worked so well that an entire lake could be compacted down to the size of a pea.

## COMPASS

**1985 FILMATION POP ANIMATED SERIES**

The Compass was an ornate statue on the *Solar Clipper* of a woman holding a crystal ball above her head. When commanded, the crystal ball showed images of what the speaker wished to see.



## CONSOLE AND CONTROL PANEL

## PRIMARY OWNERS

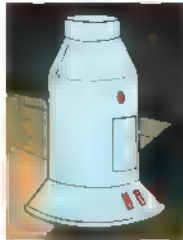
Masters of the Universe

**2008 MOTU CLASSICS**

The Console and Control Panel were the main operational interfaces for the remote magical outpost of Point Dread. The mechanisms allowed Point Dread's occu-

pants to navigate across space, transporting the outpost to remote mountaintops or to the southeast tower of Castle Grayskull itself.

## CONVERTER



## PRIMARY OWNERS

Man-At-Arms

## SPECIAL ABILITIES

Converting sand and chemicals to food

**1983 FILMATION MOTU ANIMATED SERIES**

An invention of Man-At-Arms, the Converter could transform sand and chemicals into food. Though the food looked inedible, it was flavorful and nutritious.

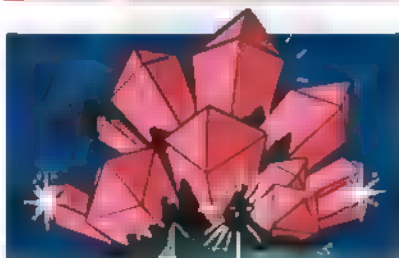
## CORALS OF PROMISE

**1986 GERMAN POP AUDIO PLAYS**

Located in the shallow waters of the Ocean of Timebraids, the Corals of Promise were protected by the Guardians of Time. They shared a mysterious connection with Crystal Castle, granting both it and the Sword of

Protection their magic powers. When Catra stole the Corals, they assembled into the shape of an arrow. By changing them into a question mark, Catra caused Crystal Castle's and She-Ra's powers to fade away. However, when Catra gave the wrong answer to a question concerning Bow and She-Ra, the Corals turned red hot. Bow was able to turn them back into an arrow and shot them into the Silver River. This restored the magical powers.

## CORIDITE



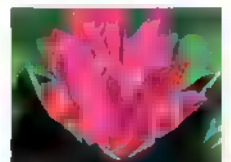
**1983 FILMATION MOTU ANIMATED SERIES**

Mined by the Widgets, the pink, crystalline Coridite was the most powerful mineral on Eternia. It could be used to create indestructible metals, power anything from lasers to reactors, or, when endowed with magic, give the bearer great strength. He-Man's harness was fashioned from Coridite by the Sorceress. The Coridite armor added to He-Man's already prodigious strength.

A negative chemical reaction was caused when Coridite was exposed to the mineral Selanium.

**2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES**

In the MYP series, the Coridite Crystal appeared to be a unique red crystal found in the Sea of Rakash.



In addition to powering the device Skeletor used to bring down the Mystic Wall, it caused the mutation of a large sea creature. It was destroyed when He-Man absorbed its power.

**Coridite Crystal**

## SPECIAL ABILITIES

Providing energy  
Providing great strength  
Fashioning indestructible metals

bring down the Mystic Wall, it caused the mutation of a large sea creature. It was destroyed when He-Man absorbed its power.

**2008 MOTU CLASSICS**

The Coridite was a crystal relic stored on a pedestal in the middle level of the southwest tower of Castle Grayskull.

## COSMIC NUTS

Stratos

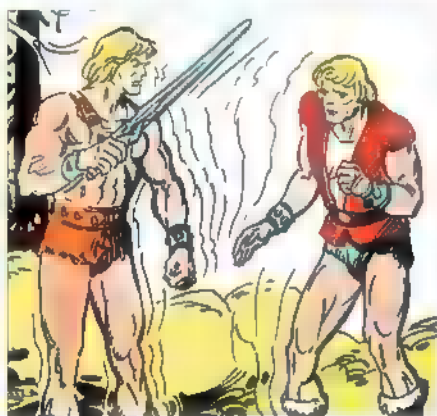


**1984** GERMAN MOTU AUDIO PLAYS

Brought from the stars to Eternia by the mage Elgien, the walnut-shaped Cosmic

Nuts were displayed in a bowl in Stratos's throne room. The nuts were said to be indestructible, and only Trap Jaw could crack one with his steel teeth.

## COSMIUM



Producing unpredictable negative effects on He-Man

**1986** UK MOTU COMIC MAGAZINES

A rare and enchanted material, Cosmium had unpredictable negative effects on He-Man. Once, it separated Prince Adam from his alter ego, making He-Man a rampaging menace who attacked the heroes. Another time, it seriously weakened him.

## COUNTER-IMMOBILIZER CHIP

Man-At-Arms

Nullifying effects of the Kinetic Immobilizer



**2002** MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The Counter-Immobilizer Chip was an invention of Man-At-Arms which nullified the effects of another one of his inventions—the Kinetic Immobilizer.

## CRAWL BOMB

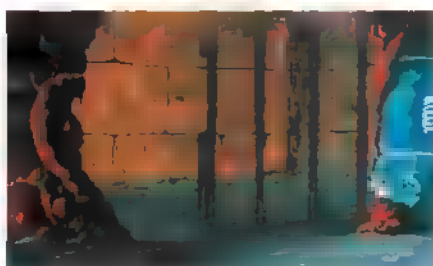


Evil Warriors

**1986** UK MOTU COMIC MAGAZINES

Invented by Two Bad, the Crawl Bomb was a large explosive weapon mounted on elliptical wheels which would move automatically toward Eternia City. The machine was armed with lasers and photon cannons, and the bomb contained enough explosives to wipe out Eternia. An accompanying control panel enabled the user to detonate the bomb whenever they chose.

## CRETARIUM



**1985** FILMATION POP ANIMATED SERIES

Cretarium was said to be the strongest metal in the universe. It was used for the bars of a prison in the Fright Zone.

## CRIMSON PEARL

Mer-Man

Summoning and controlling Bakkul

**1983** FILMATION MOTU ANIMATED SERIES

The Crimson Pearl was the only object on Eternia that could summon and control the mighty sea demon Bakkul. The pearl was placed within the tip of a spear by Mer-Man but was subsequently destroyed by Zoar.



## CRITA'S RING



**1989** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Crita's Ring was a piece of jewelry capable of firing blinding energy blasts.

## CROOKED CROWN



**1985** GOLDEN POP BOOKS

The Crooked Crown was a cursed magical object that urged its wearer to use its powers for good, but the results of doing so were always negative. For example, as the person who wore the crown did good deeds, their head slowly began to grow too large for their body.

## CROWN OF KNOWLEDGE

**1985** FILMATION POP ANIMATED SERIES

The Crown of Knowledge was endowed with all of the wisdom of King Jared, one of the most important figures of Etherian history. It possessed powers of its own and was capable of speech. King Jared hid it away in a safe place protected by various traps and spells.



## CROWN OF TARN

Queen Amaxa

Prevention of war, riot, or rebellion

**1984** UK WORLD MOTU ANNUALS

The Crown of Tarn was rumored to display magic powers when the true sovereign of the kingdom of Tarn wore it. Because of the crown's magic, there were no wars, riots, or rebellious acts within the kingdom. The last known wearer of the crown was Queen Amaxa.





## CRYONIC CAPSULES

Skeletor

Inducing suspended animation

1983 FILMATION MOTU  
ANIMATED SERIES

Kept aboard Skeletor's Collector, the Cryonic Capsules would freeze someone in a suspended state until the capsule was opened.

## CRYALISM

1986 UK MOTU COMIC MAGAZINES

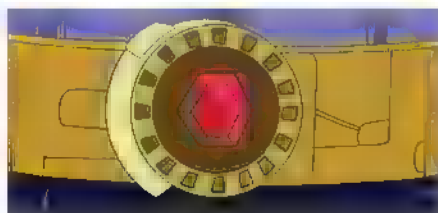
The rarest ore on Eternia, Cryalism was used to power Hordak's Time Portal machine.

## CRYSTAL BALL

1983 FILMATION MOTU  
ANIMATED SERIES

Skeletor's Crystal Ball, which could magically appear and disappear at his command, would project images of his choosing to his foes.

## CRYSTAL BELT



Man-At-Arms

Weakening the wearer when committing evil acts

2002 MIKE YOUNG PRODUCTIONS MOTU  
ANIMATED SERIES

An invention of Man-At-Arms, the Crystal Belt displayed a pinkish gem created from the last of the water collected from Lake Vortex, a pink lake that only appeared on Eternia's plane of existence every one thousand years at the Plains of Perpetua. When worn, the wearer became weaker with each evil act they performed.

## CRYSTAL DOME GENERATOR

Evil Horde

Generating a crystal dome

1985 FILMATION POP  
ANIMATED SERIES

The Crystal Dome Generator was brought to Etheria by Horde Inspector Darkney. The large device could generate an impenetrable crystal dome over any location.

## CRYSTAL GLOBE



Evil Warriors

Impenetrability

1983 GOLDEN MOTU BOOKS

The Crystal Globe was the impenetrable bubble in which the Lady Irena was imprisoned by Mer-Man in the Slime Swamp. The only way to free her before she ran out of oxygen was to use Orko's Magic Flute to shatter the Crystal Globe.

## CRYSTAL OF ALLENAR

Sorceress

1983 FILMATION MOTU  
ANIMATED SERIES

The Crystal of Allenar was a large pink gem stored deep within Castle Grayskull. When held, the magical properties of the crystal allowed the Sorceress to maintain her human form outside the castle, but only for a limited period of time.

## CRYSTAL OF CRYSTALS

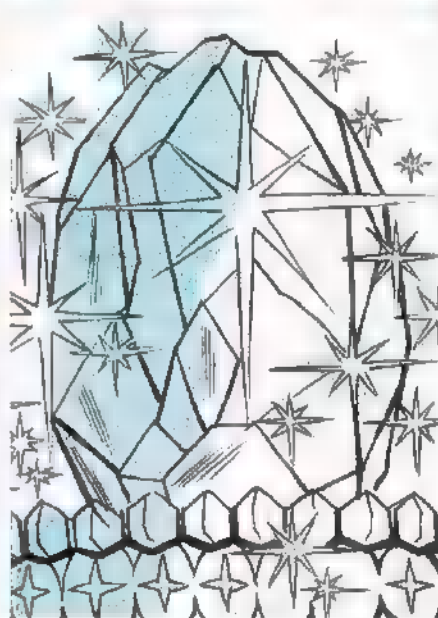
Hordak

Transforming anyone or anything into glass

1986 UK MOTU COMIC MAGAZINES

The Crystal of Crystals had the power to turn any person or object into glass. When Hordak placed it inside his Horde Mortar, he fired the crystal above Eternos City. It exploded and its vapor descended upon the city, turning the whole of Eternos, including people and buildings, into glass.

## CRYSTAL OF KNOWLEDGE

Council of Elders  
Sorceress

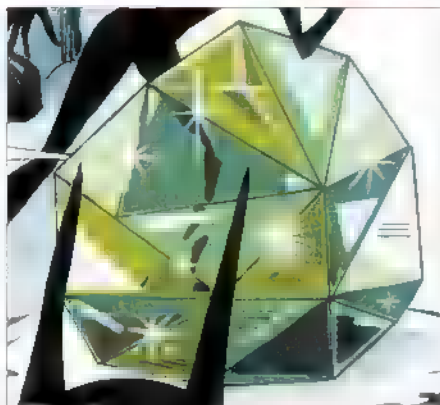
Divination

1983 GOLDEN MOTU BOOKS

The Crystal of Knowledge was a mystic crystal in which the Council of Elders placed all of their accumulated knowledge. It was kept in a star-filled chamber deep within the bowels of Castle Grayskull. In addition to the wisdom it held, it could show visions of the future.



## CRYSTAL OF MENTALITE



PRIMARY OW  
Skeletor

SPECIAL ABILITIES  
Telepathy

1983 LADYBIRD MOTU BOOKS

The Crystal of Mentalite was a green artifact which could be used to send out telepathic messages. It was destroyed during a battle between the Heroic and Evil Warriors.

## CRYSTAL OF PRASINUS



PRIMARY OW  
People of Veridas Village

SPECIAL ABILITIES  
Growing crops to enormous size

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

A giant green, glowing gem, the Crystal of Prasinus was located in the village of Veridas atop a high tower. Its magic made all the crops in Veridas grow to enormous size with unsurpassed flavor. One such fruit was the Honeyberry, which the queen of Andreenos had a liking for.

## CRYSTAL OF THE CAVERNS

PRIMARY OW  
Skeletor

Focusing psychic powers



1983 MOTU MINICOMICS

A spherical globe surrounded by glowing energy, the mystical Crystal of the Caverns enabled Skeletor to focus his psychic energies on the Talon Fighter and snatch it from the grasp of Castle Grayskull.

## CRYSTAL SENSOR

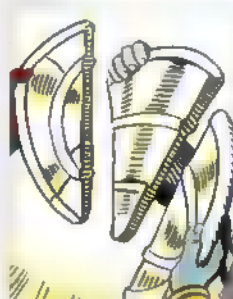
PRIMARY OW  
Scientists of Primus



1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Crystal Sensor was a device created by Primus's scientists to lead He-Man to the Nordor Crystal. A fragment of the crystal from the University of Knowledge's vaults was required to activate the Crystal Sensor.

## CRYSTAL SHIELD



OTHER NAMES  
Shield of Protection

1987 GERMAN EHAPA MOTU COMICS

The Crystal Shield, also called the Shield of Protection, was a magical shield which had once protected Eternia from a great disaster. For unknown reasons, the Crystal Shield was broken into three parts and hidden across Eternia. Its reassembly caused the destruction of the Book of Evil.

## CURSED BLADE

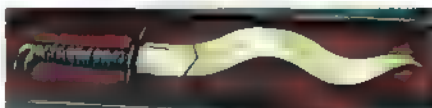


IMAGE COURTESY OF DC COMICS

PRIMARY OW  
Saryn  
Adora

Driving the wielder mad

2012 DC MOTU COMICS

The ancient Cursed Blade was given to Saryn by Adi of the Council of Elders (King Hssss in disguise) so that she could assassinate King Grayskull. It was likely a relic of the Snake Men. In addition, the Cursed Blade slowly drove its wielder insane.

After killing Grayskull, Saryn fled with the Sword of Protection to the island of Anwat Gar, where she became a hideous witch with an unnatural lifespan. Later, the Cursed Blade was given to Adora so that she could kill Saryn and claim the Sword of Protection. Adora was able to overcome the impending madness caused by the blade, and once Saryn was killed, the Cursed Blade disintegrated, finally breaking the ancient curse.

## DARK BLASTER

PRIMARY OW  
Catra



1985 FILMATION POP ANIMATED SERIES  
Catra's Dark Blaster was a weapon that fired a beam of orange light powerful enough to render She-Ra helpless. Its full capabilities

remained unclear, as Shadow Weaver's magic interfered with its initial use.

## DARK PEARL

1988 BRAZILIAN EDITORA ABRIL POP COMICS

The Dark Pearl was a powerful artifact located on the mystical island of Zhur on Etheria. The pearl possessed the power to drain all light and could plunge the entire world into total darkness.





## DARK STAR FRAGMENT

1985 US MOTU MAGAZINES

The Dark Star was an evil celestial body that nearly destroyed Eternia ten thousand years in the past.



When the Dark Star returned in He-Man's time, it emanated more evil than ever before. Skeletor managed to obtain a powerful fragment of this Dark Star. The fragment, which resembled

a round, green meteorite, could unleash an unspeakable darkness, potentially enveloping all of Eternia. Furthermore, if the shadow cast by the Dark Star Fragment fell upon someone, that person could be enslaved by its power.

## DARK-RAY



Hordak

Projecting darkness

1986 UK POP COMIC MAGAZINES

The Dark-Ray was a weapon used by Hordak to project darkness at Castle Bright Moon during a lunar eclipse, further weakening the castle's power.

## DEENOS GAS



1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Deenos Gas was one of the deadliest substances in the universe. After the Chemical Wars, all remaining Deenos Gas was placed onto the

spaceship *Blatazeen 5* and set to indefinitely travel the galaxy, protected by robot guardians. Even a small amount of Deenos Gas could wipe out all life on a planet.

## DEMON BREW



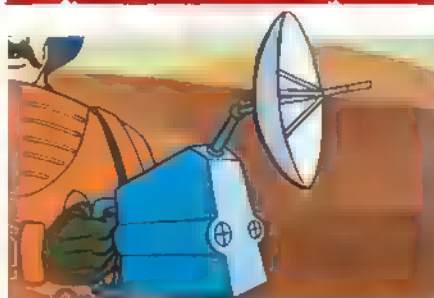
Evil-Lyn

Shrinking

1987 GERMAN EHAPA MOTU COMICS

Concocted by Evil-Lyn, the Demon Brew was a potion that, once imbibed, would shrink the victim down to a harmless size. Skeletor once used the potion to poison the water supply inside the kitchen in the Royal Palace. This caused Prince Adam and some of the Heroic Defenders to shrink for several hours.

## DETECTION DEVICE



1983 FILMATION MOTU ANIMATED SERIES

Man-At-Arms' Detection Device was a portable piece of equipment that had the ability to pick up distress signals. The device had a dish atop it and could be held in one hand.

## DETERIUM



2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES  
Deterium was a rust-colored metal with unknown properties that sickened Trap Jaw when he consumed it.

## DIADEM OF TEMPTATION

Glimmer

Illumination  
Divination of a false future

1986 GERMAN POP AUDIO PLAYS

Glimmer's diadem, like her scepter, provided light to guide the way. When Glimmer was lured into Catra's cave, the headpiece was transformed by evil magic into the Diadem of Temptation and showed Glimmer a false vision of the future.

## DIAMOND RAY OF DISAPPEARANCE

Diamond of Disappearance

1983 FILMATION MOTU ANIMATED SERIES

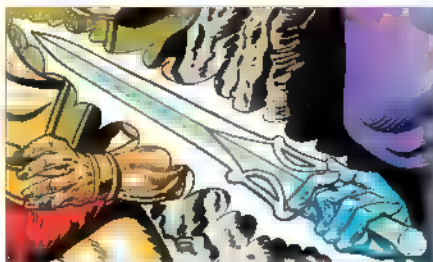
The legendary Diamond Ray of Disappearance had the power to make a person disappear. It could not be held by the wielder and thus was kept inside a small box. When someone looked at the diamond, a ray would project from it and transport them to a timeless dimension.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

In the MYP animated series, the Diamond Ray of Disappearance was said to be able to eradicate anything in its path. It had been hidden in an ice cave by the Council of Elders. It was destroyed by He-Man before Skeletor could take possession of it.



## DIAMOND SWORD OF GOMAN



Invincibility

1984 UK WORLD MOTU ANNUALS

The ancient Diamond Sword of Goman was a legendary weapon whose power was said to be beyond comprehension, rendering its wielder virtually invincible. The sword was found by a team of archaeologists in an Eternian desert. It was subsequently destroyed during a duel between He-Man and Skeletor when a bolt of lightning struck it, turning it into coal-like shards.

It was subsequently destroyed during a duel between He-Man and Skeletor when a bolt of lightning struck it, turning it into coal-like shards.

## DICTATION MACHINE



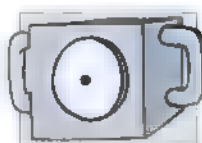
Gepple

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Dictation Machine was a device used by Gepple to record his scientific notes. As he spoke, a pair of robotic hands would make notes on a small portable computer.

## DIGGER

Arcadians



1983 FILMATION

MOTU ANIMATED SERIES

Used by the male slaves of Arcadia to mine Arcalite, Diggers were boxy devices which produced focused blasts in rapid succession, slowly boring into rock.

Used by the male slaves of Arcadia to mine Arcalite, Diggers were boxy devices which produced focused blasts in rapid succession, slowly boring into rock.

## DIGITIZING RAY TRANSPORTER

Alcon  
Gepple

Digitization and transport of living things into a computer

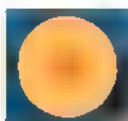
1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Digitizing Ray Transporter was a device created by Alcon and Gepple. It could digitize a living thing and transport it into a computer.

## DIMENSION SPHERE

Secret Thing

Opening dimensional gateways



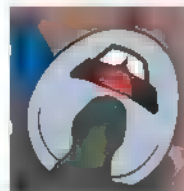
1983 FILMATION MOTU ANIMATED SERIES

The Dimension Sphere was a yellow sphere with an orange center that was kept hidden inside a wall of Castle Grayskull. It could be used to open gateways to any dimension. During the days of the Old Kingdom, icons like Orko were the keepers of the sphere.

## DISC DEVICE

Man-At-Arms

Detecting life forms



1983 FILMATION

MOTU ANIMATED SERIES

Designed by Man-At-Arms, the Disc Device could detect life forms and alert the user to their number by beeping.

## DISINTEGRATOR

Man-At-Arms

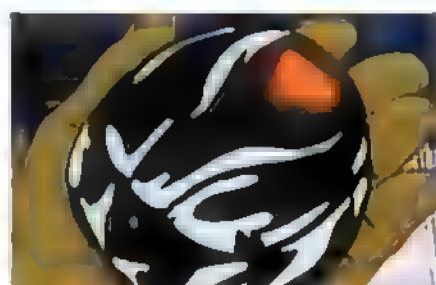
Disintegration

1984 GERMAN INTERPART-CONDOR MOTU COMICS

The Disintegrator was a large energy blaster developed by Man-At-Arms which could vaporize any target. The Heroic Warriors attempted to use it against Snake Mountain.



## DISRUPTOR



Skeletor

Mental disruption

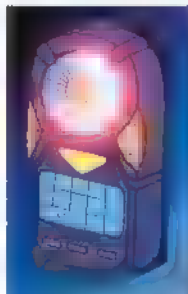
1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Disruptor was invented by Skeletor to disturb the mental energies of individuals at an appointed time. He used it against Primus's Inner Council, causing the shield around Primus to lower.



## DISRUPTOR BOMB

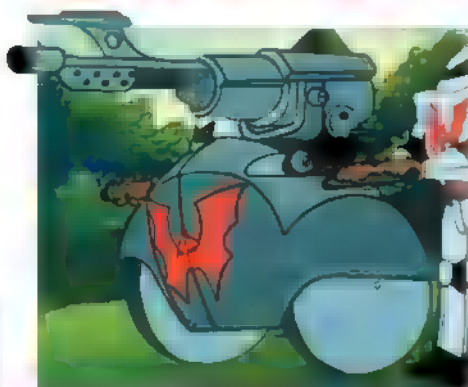
Evil Mutants



**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Disruptor Bomb was a powerful explosive of Mutant design. Skeletor planned to have his undercover agent, Evan, detonate a Disruptor Bomb and destroy the Titus Observatory.

## DISSOLVO BEAM

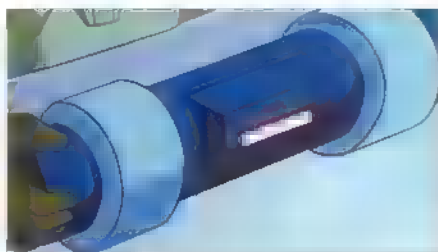


Evil Horde

**1985** FILMATION POP ANIMATED SERIES

Controlled by two Horde Troopers, the Dissolve Beam was a wheel-mounted energy cannon capable of destroying anything in its path.

## DISTRESS SIGNALER



**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Distress Signaler was a device with which one could record a distress signal. Skeletor used one to lure Caz into a trap.

## DOOM SEEKER

Tri-Klops

Reconnaissance

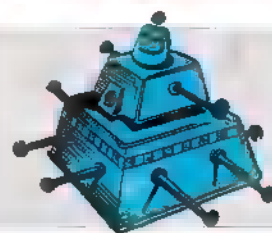
**2002** MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

Doom Seekers were small flying, robotic drones developed by Tri-Klops for the Evil Warriors to collect reconnaissance on their enemies by recording events and transmitting footage. They were controlled remotely from Tri-Klops's visor, or from his wrist, but seemed to have some level of autonomy as well.



They could defend themselves with a laser blast when detected or threatened.

## DOOMSDAY WEAPON



Hordak

**1986** UK MOTU COMIC MAGAZINES

The Doomsday Weapon was invented by Hordak to extract the energy from a planet's core, leaving it a lifeless husk. He almost destroyed the home world of the Rock People while obtaining the energy source required to power the machine. Ultimately, before Hordak could use it against Eternia, the weapon was destroyed by the cooperative efforts of Stonedar and Rokkon.

## DRAGON BOX



Fisto

**1983** GOLDEN MOTU BOOKS

The beautifully crafted Dragon Box was decorated with images of dragons and contained a parchment that revealed the whereabouts of the last dragon egg on Eternia. Fisto spent years searching before he found the elusive Dragon Box.

## DRAGON EGGS

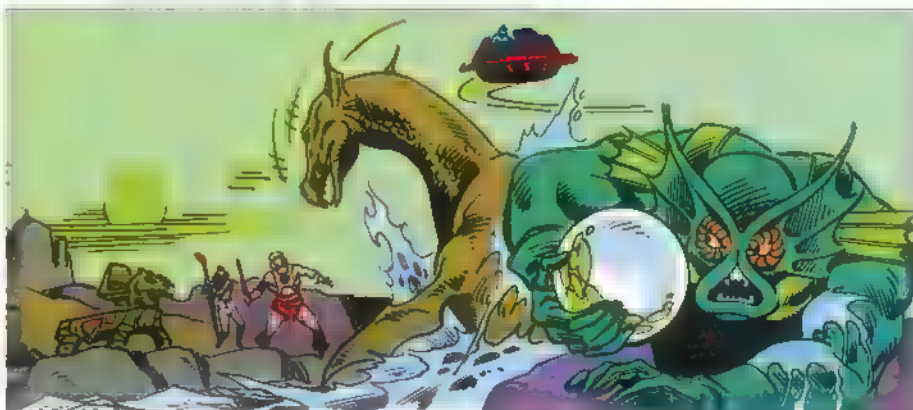


**1983** FILMATION MOTU ANIMATED SERIES

Located in Dragonmount on Eternia, the Mother Dragon's dragon eggs were approximately the same size as Orko. Skeletor used a growth serum on the eggs in order to speed up the hatching and aging process.

**1983** GOLDEN MOTU BOOKS

The last dragon egg on Eternia resembled a large crystal. When the egg hatched, Skeletor attempted to take the baby dragon. Fortunately, the dragon's mother appeared to claim her offspring.



## DRAGONPEARL

Amplifying and diminishing magical abilities

### 1983 FILMATION MOTU ANIMATED SERIES

One of the most powerful objects on the planet Eternia, the Dragonpearl could amplify one's magical abilities a hundredfold, according to



Skeletor. He and Evil-Lyn both briefly used it to increase their powers. It was also used to imprison and drain the magic from the Sorceress.

## DREAM EXPLORER



Evil Mutants

Entering the dimension of dreams

### 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Dream Explorer was a device invented by the Mutants to allow one's mind to enter the dimension of dreams. The Mutants planned to use it to infiltrate the dreams of the Inner Council.

## DREAMSPHERE



Causing hallucinations

### 1986 UK MOTU COMIC MAGAZINES

The Dreamsphere was a large sphere located at the center of the maze in Viper Tower. It caused hallucinations, conjuring phantom foes and demons which appeared real. These false enemies could only be detected by the fact that they cast no shadow. Ninjor and Scare Glow once lured He-Man and Fisto into the Dreamsphere shortly after the heroes had taken Viper Tower.

## DRILL MACHINE

Evil Horde

Drilling tunnels

### 1986 UK MOTU COMIC MAGAZINES

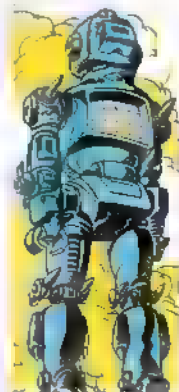
Hordak attempted to use his Drill Machine to tunnel underneath Eternos and attack the city from below.

## DROID OF DESTRUCTION

Hordak

### 1986 UK MOTU COMIC MAGAZINES

The Droid of Destruction was a mechanical robot created by Hordak to home in on He-Man's specific brain wave pattern. The droid possessed the ability to fly or become untouchably hot. It had considerable firepower and could transform its hands into whirling blades. It was ultimately destroyed by He-Man.



## DUPLICATOR

Man-At-Arms

Half-sized duplication



### 1983 FILMATION MOTU ANIMATED SERIES

Man-At-Arms' invention the Duplicator could create half-sized duplicates of anything or anyone. On separate occasions, both He-Man and

Skeletor stepped into the machine and created pint-size versions of themselves.

## DURA-PLAST CAGE

Evil Warriors



### 1983 FILMATION

#### MOTU ANIMATED SERIES

The material used to construct the Dura-Plast Cage was impervious to the effects of the Reducto Ray. Hung from the ceiling inside Snake Mountain, it was used to

imprison the heroes after they were shrunk by the Reducto Ray.

## DYNAMO OF DESTRUCTION

War Robot

Firepower  
Flight  
Absorbing energy blasts

### 1986 UK MOTU COMIC MAGAZINES

The Dynamo of Destruction (also called the War Robot) was brought to Eternia by Skeletor from an alien planet overrun with robots. It proved nearly invincible, as it simply absorbed energy blasts which actually increased its power. It was defeated when He-Man fed dirt into its hover jets, causing it to crash.





## ECHO CRYSTALS



**1983 FILMATION MOTU ANIMATED SERIES**  
Echo Crystals appeared similar to stalagmites and could be found in caverns throughout the Old Vine Jungle on Eternia. Loud noises, even someone talking too loud, would cause them to explode, making them quite dangerous.

## ECLIPSE BEAM

Evil Horde

**1985 FILMATION POP ANIMATED SERIES**  
The Horde's Eclipse Beam would continuously absorb energy generated by an eclipse and subsequently use that energy to emit an intensely powerful beam at its target.



## EGG OF AVION

Providing power of flight to Avonians  
Causing surroundings to flourish

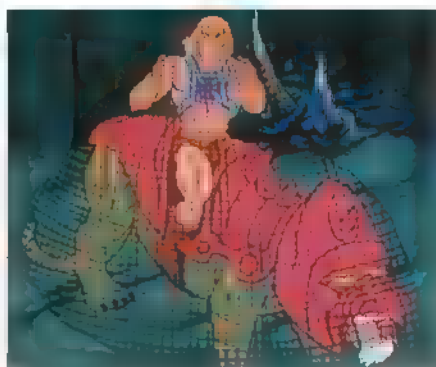


**1983 FILMATION MOTU ANIMATED SERIES**  
Situating atop a high peak in Avion, the Egg of Avion was a magical artifact which provided the

Avonians with their ability to fly. Proximity to the egg was crucial, as prolonged absence from it would result in a loss of the ability.

**2002 MVCREATIONS COMICS**  
In the MVCreatations comics, the Egg of Avion served a purpose different from its use in the Filmation series. The large, golden Egg of Avion was thought to be a legend until Stratos and Hawk acquired it from its last guardian somewhere in the mountains of Eternia. The egg caused things around it to blossom and grow, allowing the Avonians to live off the land and provide for themselves.

## ELASTIUM



Durability  
Flexibility  
Stretchability

**1983 FILMATION MOTU ANIMATED SERIES**  
Elastium was both one of the hardest substances in the universe and a highly stretchable material. Skeletor once tried to catch He-Man and Battle Cat in a net made from it, but Battle Cat could break it with his teeth, much to the surprise of Skeletor.

## ELDRITCH BOOK OF SPELLS

Shadow Weaver



**1985 FILMATION POP ANIMATED SERIES**  
Thought to have been destroyed a thousand years earlier in the Great Fire of Birindale, the Eldritch Book of Spells was discovered by

Shadow Weaver. Between its green covers were numerous dark spells, including one to conjure the Mist of Endless Sleep.

## ELECTRIC FORCE SHIELD

Durability  
Heat resistance



**1983 FILMATION MOTU ANIMATED SERIES**  
Activated from a device on one's wrist cuff, the Electric Force Shield was both durable and heat resistant.

## ELECTRO-BONDS

Evil Horde

**1986 UK MOTU COMIC MAGAZINES**  
Electro-Bonds were electric shackles employed by the Horde. They were impossible to escape from, even for He-Man.

## ELECTRO-COMPASS

Man-At-Arms

Tracking vehicles and energy sources



**1983 FILMATION MOTU ANIMATED SERIES**  
Man-At-Arms' Electro-Compass was a handheld device which, when set to the proper frequency, allowed the tracking of large vehicles or power sources.

## ELECTRO-NET CANNON

Evil Horde

Capturing  
Imprisonment



**1986 UK MOTU COMIC MAGAZINES**  
Invented by Modulok for Hordak, the Electro-Net Cannon spun a web of energy beams around anything in range. If a captive struggled, the web of beams would gain strength from those efforts to escape.

## ELECTRONIC SWORD OF POWER

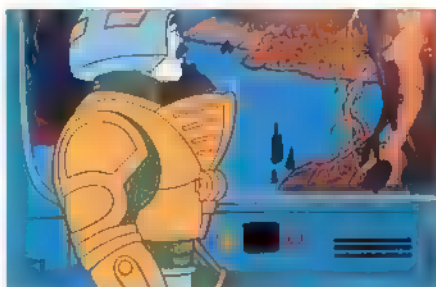
### PRIMARY OWNERS

Man-At-Arms  
Prince Adam

### 2008 MOTU CLASSICS

Man-At-Arms created an electronic version of the Sword of Power for the young Prince Adam to wield during his quest to find the two halves of the original sword as part of his test to prove his worth as the heir of Grayskull. Once Adam combined the whole sword, he used it to become He-Man, the most powerful man in the universe. Many years later, after Adam had become He-Man permanently and took his place as king following his father's death, he placed the original Sword of He in the Energy Anvil of the castle's main library to symbolize the peace he wished to bring to Eternia. When an outside force invaded Eternia, King He-Man once more wielded the original electronic sword instead of retrieving the Sword of He itself.

## ELECTRO-THOUGHT MONITOR



Man-At-Arms

Monitoring electronic thoughts

### 1983 FILMATION MOTU ANIMATED SERIES

Man-At-Arms' Electro-Thought Monitor allowed the heroes to see and hear the electronic thoughts of Stridor, the robotic horse.

## ELIXIR OF SCHNEIDOR



### 2002 MVMCREATIONS MOTU COMICS

The Elixir of Schneidor was a green, glowing liquid alien to Eternia, which Skeletor obtained from the Altar of Schneidor. It did not respond to any tests that

Man-At-Arms attempted to perform upon it. Skeletor used the mysterious elixir to open an interdimensional gateway.

## EMERALD OF ORKAS ISLAND



### 2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The Emerald of Orkas Island was a pink gem on Orkas Island which Skeletor believed would allow him to execute an unstoppable assault on Castle Grayskull. When He-Man delivered the gem to King Randor, he ordered it destroyed in the Sands of Fire.

## ENCHANTED ACID

### PRIMARY OWNERS

Keldor

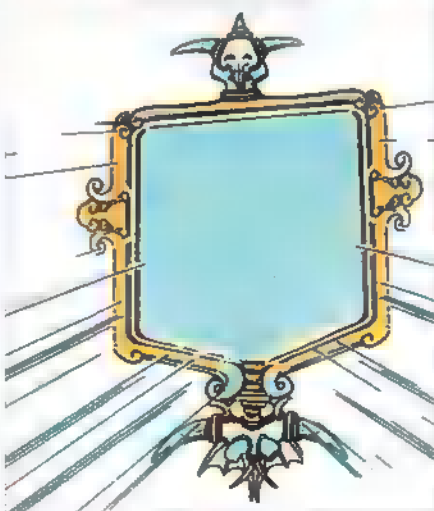
### SPECIAL ABILITIES

Melting flesh

### 2008 MOTU CLASSICS

During the last battle of the Great Unrest, Keldor produced a vial of magic acid to use against his brother while ordering his forces to retreat from the Hall of Wisdom. Intending the toxic substance to kill his brother, Keldor was foiled by his own evil when it splashed off of Randor's shield and instead burned Keldor's face. The injury proved deadly and forced Keldor to return to Hordak's sanctuary and beg the evil master to save his life. Hordak obliged and combined Keldor with Demo-Man, a native creature of Despondos, creating the Lord of Destruction, Skeletor.

## ENCHANTED MIRROR



### 1986 BRAZILIAN EDITORA ABRIL MOTU COMICS

The ornate Enchanted Mirror could retrieve physical objects summoned by Evil-Lyn. In one instance, the mirror brought her the powerful Rotundaran Stones.

## ENCHANTED VICE



Shadow Weaver

Exploiting He-Man's weaknesses

### 1986 UK MOTU COMIC MAGAZINES

Based on a scan of He-Man's physical form by Hordak's Bio-Graph Machine, the Enchanted Vice was created by Shadow Weaver specifically to capture He-Man and prevent his escape by exploiting his weaknesses. The machine failed, however, when Shadow Weaver mistakenly deployed it on Orko, who had accidentally taken on He-Man's form. Orko's weaknesses were different from He-Man's, so he was able to escape the vice.

## ENCHANTMENT NEGA-DISLOCATOR

Hordak

### 1986 UK MOTU COMIC MAGAZINES

Intending an assault on Castle Grayskull, Hordak dispatched Mantenna to acquire Joy-Dust to power the Enchantment Nega-Dislocator. The machine malfunctioned when the bag of Joy-Dust turned out to be Orko's chocolate fudge, leaving Hordak in a sticky situation.

## ENCYCLOPEDIA OF EVIL

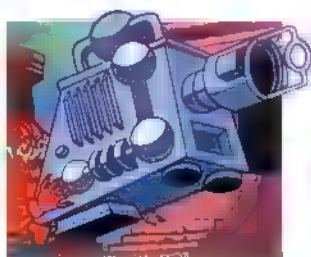
### 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The *Encyclopedia of Evil* was a multivolume collection of books stored in the Vaults of Zaktus. They were filled with dark magic and evil spells. Skeletor found one volume on Nordor and soon sought the entire collection, but it was ultimately destroyed through He-Man and Teela's combined efforts.





## ENERGIZER



## PRIMARY OWNERS

Skeletor

Releasing collected energy

## 1983 FILMATION MOTU ANIMATED SERIES

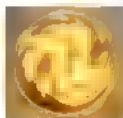
The Energizer stored the energies collected by the Stone Ray and then emitted them in a concentrated beam. It was used to bring the stone giant Colossor to life.

## ENERGON

Destruction

## 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Energon was the most destructive material in the universe. Once activated, it devoured everything it touched and could consume entire planets. It could only be destroyed by an energy as evil as its own.



## ENERGY BLASTER

## PRIMARY OWNERS

Eternian Royal Guards

## 2008 MOTU CLASSICS

Energy Blasters were handheld weapons wielded by the Eternian Palace Guards.

## ENERGY BREEDER

## PRIMARY OWNER

Skeletor

Devastating energy blasts

## 1987 GERMAN EHAPA MOTU COMICS

During a period of time while the power of Eternia's sun was fading, Man-At-Arms built a machine to serve as a new sun. Hypnotizing Man-E-Faces, Skeletor obtained the plans and modified them to create the Energy Breeder, a weapon which produced devastating energy blasts. The Sorceress had planted false information into Man-E-Faces' memory, however, and the device malfunctioned.



## ENERGY ANVIL

## 2008 MOTU CLASSICS

The Energy Anvil was a magic item stored in Castle Grayskull's library and observatory. After his coronation, King He-Man placed the Sword of He within the Energy Anvil for safekeeping and as a symbol that peace had come to Eternia. Described as a stasis field, the anvil held the sword and would only release it to one of He-Man's own bloodline. In an effort to save his father from Despara's attack, He-Man's son Dare successfully pulled the Sword of He from the Energy Anvil.

## ENERGY BLADE

## PRIMARY OWNERS

Skeletor

Lightning-like blasts  
Magic

## 1983 LADYBIRD MOTU BOOKS

Purple in color but otherwise looking exactly like the Sword of Power, the Energy Blade was wielded by Skeletor. It could emit lightning-like blasts of energy and perform various feats of magic.

## ENERGY CANNON

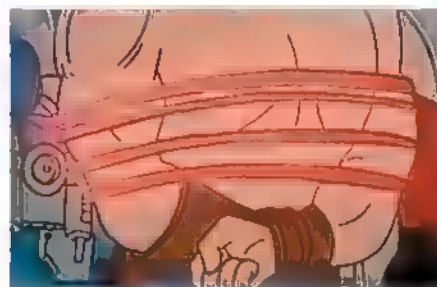
Evil Mutants

## 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Energy Cannon was a powerful weapon uncovered by the Mutants on the Asteroid of Junk.



## ENERGY CHAINS



Evil Mutants

## SPECIAL ABILITIES

Gaining strength from captives

## 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Energy Chains were created by the brain-amplified Mutants and were strong enough to bind He-Man. They gained strength from his struggles, and so he overcame the chains by not fighting against them.

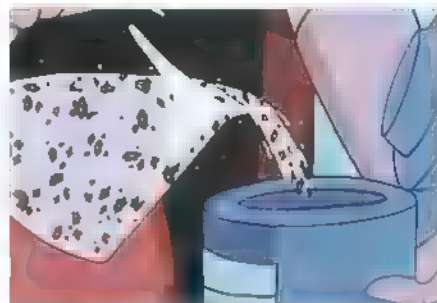
## ENERGY CRYSTALS (I)

## 1983 FILMATION MOTU ANIMATED SERIES

Located in Morainia, Energy Crystals were green, iridescent crystals that contained energy ten times more powerful than that of any other crystal on Eternia. One small crystal could provide power enough to light the Royal Palace for over a year.



## ENERGY CRYSTALS (II)



## 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Energy Crystals were used to power Primus's Medi-Suits. In large quantities, they could grant superhuman abilities.

## ENERGY GATE

PRIMARY OWNER

Demons of Evil

SPECIAL ABILITIES

Teleportation to Grayskull



1984 GERMAN INTERPART-CONDOR MOTU COMICS

Created by sticking four metal posts into the ground, the Energy Gate was used to transport Skeletor and his minions to Castle Grayskull as quickly as possible. The four

posts generated a field which would send those who stood between the posts to Grayskull.

## ENERGY GLOVES



PRIMARY OWNERS

Evil Mutants

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Energy Gloves were one of the many advanced weapons discovered by the Mutants on the Asteroid of Junk. They enabled the wearer to fire powerful energy blasts.

## ENERGY NOOSE

Man-At-Arms  
Teela

SPECIAL ABILITIES

Projecting beam that loops on itself



1983 LADYBIRD MOTU BOOKS

The Energy Noose was invented by Man-At-Arms. It was aimed like

a weapon and emitted a beam of energy which looped back on itself to create a noose shape. It was used by Teela as a lasso.

## ENERGY PISTOL

Skeletor

SPECIAL ABILITIES

Projecting energy blasts



1986 UK MOTU COMIC MAGAZINES

The Energy Pistol was a weapon used by Skeletor to shoot enemies with blasts of energy.

## ENERGY SYPHON

2012 DC MOTU COMICS

Mystic Energy Syphons were used by Skeletor on Earth to drain the planet of its magic. Placed in key locations around the globe, the siphons were part of an evil plot concocted by Dark Orko to help him conquer Eternia for himself.



IMAGE COURTESY OF DC COMICS

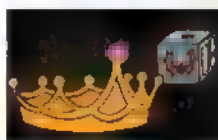
## ENTRAPTA'S ATTRACTION DEVICE



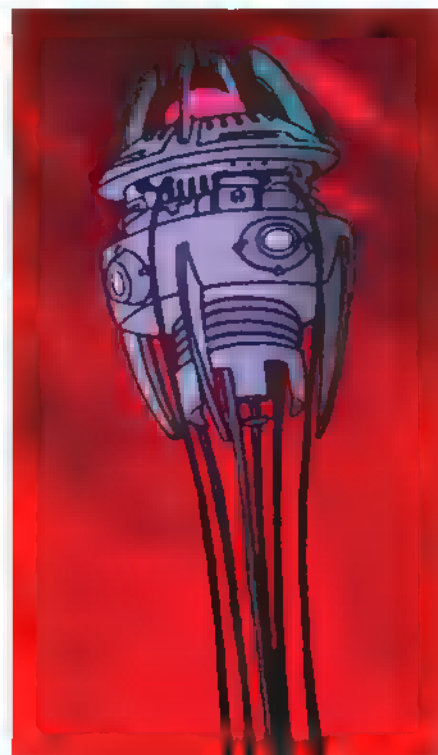
1985 FILMATION POP ANIMATED SERIES

Entrapta's Attraction Device was a small, innocent-looking box which, when activated, would create a field of energy around its victim. This energy

subsequently attracted metal objects which would be sent hurtling toward the hapless energized target.



## ERGON



Sortech

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The Ergon was a device created by Sortech to provide unlimited energy. Evil forces tried to seize the device and caused a cataclysmic disaster that pushed Eternia's civilization back to the Stone Age. For centuries, the device was powerful enough to keep Sortech alive and the ancient war machines running in the technological ruins.

## ETERNAL FIRE

PRIMARY OWNER

Hordak

Granting strength  
Growth

1984 GERMAN MOTU AUDIO PLAYS

According to ancient legend, the Eternal Fire would give its bearer great power. When Hordak ignited it within the Fright Zone, it caused locusts to grow to enormous size and their queen to lay a thousand eggs per hour. It burned via a special gas and could not be extinguished through conventional means, but was at last put out when Orko transformed the Eternal Fire into a water fountain.



## ETERNIA AND HER MOONS HOLOGRAM

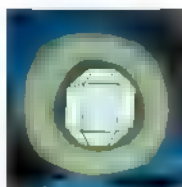
Sorceress

**2008** MOTU CLASSICS

The hologram of Eternia and her moons was an artificial display produced by a combination of magic and technology in the Eternia Chamber, a hidden room in Castle Grayskull's northeast tower. The hologram was a kind of archive and surveillance model representing Eternia in its modern state.

## ETERNIAN CRYSTAL

Ancients



**1983** FILMATION MOTU ANIMATED SERIES

The Eternian Crystal was a pink crystal housed within the Gold Chamber of Mount Eternia. It had been created by the Ancients and was guarded by their spirit. It was the only item capable of stopping the Energy Beast.

## ETERNIAN HARNESS OF HONOR

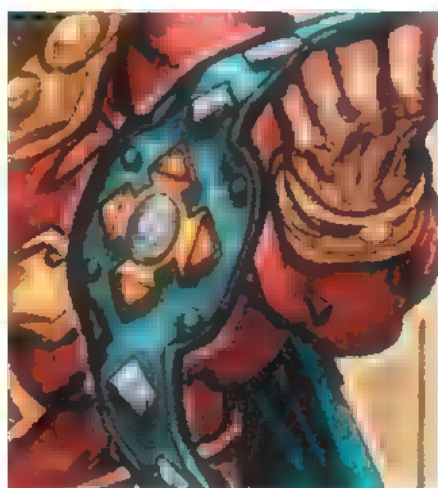
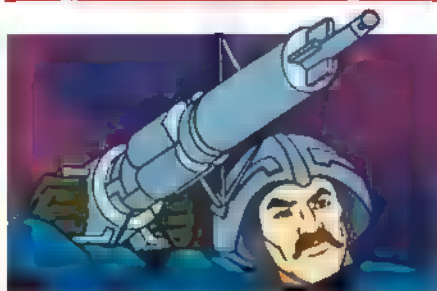


IMAGE COURTESY OF DC COMICS

**2016** DC HE-MAN/THUNDERCATS COMICS

The Eternian Harness of Honor was a belt signifying duty and a willingness to defend the realm. King Randor received the Harness of Honor from his father, and was prepared to give it to Adam during an important ceremony. Adam arrived late and Randor decreed that he was not ready to receive the Harness.

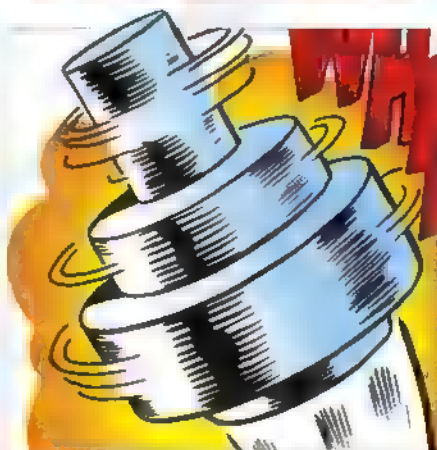
## ETERNIAN RAY CANNON



**1983** FILMATION MOTU ANIMATED SERIES

The Eternian Ray Cannon was positioned on the ramparts of the Royal Palace. Its user sat behind it and operated it via a control panel. It was used to defend the palace from invading armies.

## ETERNIAN ROBOT SPY



Man-At-Arms

Remote-controlled observation

**1984** GERMAN INTERPART-CONDOR MOTU COMICS

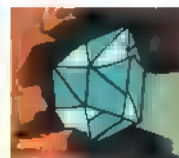
The Eternian Robot Spy was a device that enabled Man-At-Arms to observe things from great distances. It was controlled remotely from Eternia and sent images to a screen inside of the Royal Palace. The spy was equipped with an energy ray to attack villains.

## ETERNIAN STEEL

**2002** MVMCREATIONS MOTU COMICS

Eternian Steel was a strong alloy on the planet Eternia. To boast about the strength of his newest weapon, the Spin Blade, the Evil Warrior Tri-Klops claimed it could cut through ten feet of Eternian Steel, which impressed his master, Skeletor.

## ETERNIUM



**1983** FILMATION MOTU ANIMATED SERIES

One of the rarest and most powerful substances on Eternia, the rock-like Eternium was used to power many things on the planet. A single fist-sized piece could power the Royal Palace for many years. When Trap Jaw consumed some Eternium, he acquired power equal to He-Man's for a brief time.

**2002** MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

In the MYP series, Eternium was said to be the strongest metal known to Eternia. It was mined by the Kulataks in the Ice Mountains. Trap Jaw attempted to bite into some, but it proved to be too hard for even his steel teeth. Man-At-Arms fashioned a prison strong enough to hold the Evil Warriors out of Eternium.



TRIVIA: Eternium also appears in the MVMCreations MOTU comics and in the Golden books.

## ETERNO-SCOPE



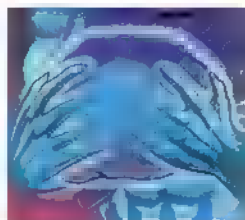
Man-At-Arms

Detecting rare elements

**1983** FILMATION MOTU ANIMATED SERIES

The Eterno-Scope orbited the planet Eternia and could detect the presence of rare elements, transmitting that information back to Man-At-Arms.

## ETHERAMITE



**1983** GOLDEN MOTU BOOKS  
Etheramite was the most powerful mineral in the universe and was only found on Etheria, whose inhabitants were unaware of

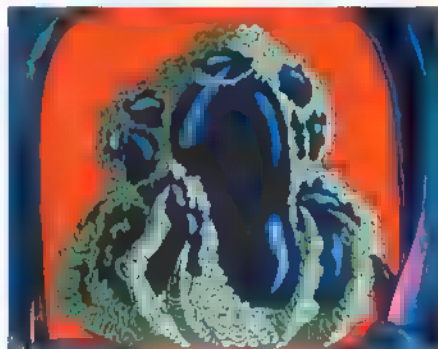
its power. Hordak and the Evil Horde mined it when they came to Etheria, planning to harness its powers. Under the tutelage of Hordak, a young Etherian tried and failed to master its power and subsequently became Skeletor.

## ETHERIUM



**1985** FILMATION POP ANIMATED SERIES  
Etherium was a powerful mineral mined by slaves for the Horde on Etheria.

## EVILGIZER



Skeletor

Increasing evil power

**1983** FILMATION MOTU ANIMATED SERIES  
The Evilgizer was invented by Skeletor and could increase the evil power of a living being tenfold. One who stepped inside the machine would be bathed in painful rays and rendered nearly unconscious.

## EVIL-LYN'S MYSTIC MIRROR

Evil-Lyn

Detecting the presence of evil forces

**1986** UK MOTU COMIC MAGAZINES

Evil-Lyn's Mystic Mirror allowed her to detect the presence of other forces of evil on Eternia. When an evil being came close by, the mirror would detect their evil energy.

## EVIL-LYN'S NECKLACE

Evil-Lyn

Dark magic



**1984** UK WORLD MOTU ANNUALS

Evil-Lyn possessed a magic necklace set with a single black stone which flashed with dark fire. This necklace was a source of Evil-Lyn's magic and could create illusions.

## EXPERIMENTAL ROCKET

**1983** FILMATION MOTU ANIMATED SERIES

Man-At-Arms' Experimental Rocket stood about two feet high and was operated with a remote control. The rocket was a preliminary look at the possibility of having a device that could guide ships through hazardous situations. The Experimental Rocket had amazing maneuverability and thrust.



## EXPERIMENTATION MATRIX

Hordak

Cyborg creation

**2008** MOTU CLASSICS

Hordak's Experimentation Matrix was a device used on Etheria to transform people into new cyborg warriors for the Evil Horde. He used the Experimentation Matrix to transform several Etherian athletes, including Jaxton, Doodon, and Theydon (into Snout Spout, Extendar, and Dragstor, respectively).

## EYE OF ETERNIA

Sorceress

Showing foes from afar



**1983** GOLDEN MOTU BOOKS

The Eye of Eternia was used by the Sorceress to see any foe in any place and in any dimension.

TRIVIA: The Eye appeared on a 1987 Burger King Kids Meal box illustration, though there it was called "Evil Eye" and said to drain the Sorceress's powers.

## EYE OF EVIL



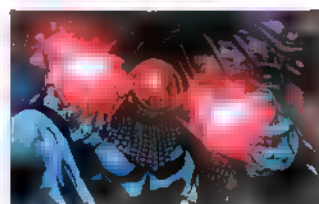
**1988** BRAZILIAN EDITORA ABRIL POP COMICS

An object of dark magic, the Eye of Evil was made of stone and resembled a small gray goblin. The Eye could be used to locate an individual when that person's name was spoken aloud. Hordak and Shadow Weaver used the Eye of Evil in an attempt to locate Princess Adora, but the Eye showed them She-Ra instead. This infuriated Hordak, who believed the Eye of Evil didn't work as Shadow Weaver had promised. In addition to its scrying powers, the Eye of Evil could fire powerful magic blasts.

## EYES OF GRAYSKULL



IMAGES COURTESY OF DC COMICS



## OTHER NAMES

Chrono  
Chaos

It ended up in the Sands of Time, where the Horde spent months trying to find it during their attack on Eternia. It was discovered in the Temple of the Sun, where Hordak fought She-Ra for the gem.

Skeletor eventually possessed both Eyes, transforming himself into the Master of Death, and was eager to turn Castle Grayskull into a weapon that would allow him to destroy any planet at any time along the space-time continuum. Both Hordak and Skeletor had planned to use the Eyes, and Castle Grayskull, to terrorize and destroy the universe. They were thwarted by the red gem in She-Ra's Sword of Protection, which was formed from the same lava as the Eyes. Due to that link, the sword was ultimately able to destroy the gems.

## 2012 DC MOTU COMICS

The Eyes of Grayskull were two ancient gems, Chrono and Chaos, which were fitted into the eye sockets of Castle Grayskull but later stolen by two warlock tribes. They were created from the primordial lava that flowed from the core of Subternia. The possessor of Chrono could move through time but would be limited by space, and the possessor of Chaos could move through space but was limited by time. The one who mastered both would possess power over both space and time.

Both Eyes of Grayskull were lost for centuries. Chrono was found in the Temple of Chrono by Man-At-Arms, while Skeletor discovered Chaos masquerading as a replica in an Eternian museum. The Eye of Chrono got lost again sometime after, possibly around the time Skeletor used the amnesia spell on the heroes.

## EYES OF THE SERPENT

PRIM  
King Hiss

SPECIAL AB  
Tremendous magical powers

## 1986 UK MOTU COMIC MAGAZINES

The Eyes of the Serpent were powerful magic gems which, centuries in the past, had been positioned in the eye sockets of a great serpent statue in the caverns beneath Snake Mountain. In Eternia's ancient past, King Hiss had used the power of the Eyes of the Serpent to rule Eternia, until the Elders of Eternia seized them from him and banished King Hiss and his Snake Men. The Elders then hid the Eyes in remote locations.

When King Hiss was unleashed upon present-day Eternia, he discovered the locations of both Eyes and set out to recover them. The first Eye was located on Mount Mirovar; after King Hiss recovered it, he returned it to the serpent statue.

The second Eye was located in the Vault of Azrad in the Tropic Zones. King Hiss succeeded in recovering the Eye, but He-Man and the Sorceress managed to seize it from him, and the Sorceress cast the Eye into a magic portal, where it would be lost in a myriad of possible dimensions. But King Hiss still had the first Eye, with its magic at his command.



## FAIRY TALE BOOK

## 1986 UK MOTU COMIC MAGAZINES

When Prince Adam traveled with Orko to the Falcon Village to entertain the children there, he took a book of fairy tales that had belonged to Queen Marlena. The old book, which had been aboard her spacecraft when she crash-landed on Eternia, contained hundreds of classic



fairy tales from Earth that she had read to Prince Adam as he grew up. During Adam and Orko's journey to the Falcon Village, an alien race called the Amders, who spread the magic of fairy tales to all planets they visited, passed through Eternia. Their ship took on the form of Castle Grayskull as it absorbed a portion of the castle's magic in order to reenergize the Dream-Dust they used to spread fairy tales. During the transfer of power, their magic reacted with the book of fairy tales, bringing the characters within it to life on Eternia.



## FALCON WARD



## 1986 MOTU NEWSPAPER STRIPS

The falcon was a very powerful symbol on Eternia. Set up by the early keepers of Castle Grayskull, magical stone Falcon Wards were sometimes placed above entrances to forbidden places in order to magically seal doorways. A Falcon Ward was placed at the entrance to King Hiss's tomb to prevent intruders from accessing the room.

## FALSE GEM STONE

Intergalactic Law Agency

Releasing sleeping gas

## 1986 UK MOTU COMIC MAGAZINES

The False Gem Stone was created by the Intergalactic Law Agency as part of a scheme to trap the notorious criminal Galen Nycoff. They issued the news that a new Power Gem had been discovered and was being transported to the planet of Deltos 7 by a Spaceliner. Nycoff heard the news and pursued the Spaceliner, intent on stealing the gem. However, when he found it, the gem overpowered him with sleeping gas, knocking him out and allowing him to be captured and imprisoned by the law forces.



## FEAR GAS

Skeletor

Inducing fear



## 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Invented by Skeletor, Fear Gas transformed anyone sprayed with it into a sniveling coward, except women and Mutants.

## FENFIRE MIRROR

Man-At-Arms

Obscuring  
Defense

## 1984 GERMAN MOTU AUDIO PLAYS

The Fenfire Mirror was a device developed by Man-At-Arms when the heroes were outcasts at Snake Mountain and Skeletor ruled Eternia. It hid Snake Mountain from sight behind thousands of black flames which were also infused with cosmic energy, preventing anyone from getting past them. The flames moved around and changed their size constantly, looking like black fen fires.



## FERIDIUM

## 1986 UK MOTU COMIC MAGAZINES



Feridium was an extremely powerful mineral found on the world of Loredos, in the Starband Galaxy. When a miner discovered a huge supply of Feridium, it led to a Feridium fever across Loredos as the residents of the lawless planet fought one another for possession of the mineral, in search of the material wealth it would bring.

## FINDER BEAM



Man-At-Arms

Locating

## 1985 FILMATION MOTU/POP ANIMATED CHRISTMAS SPECIAL

An invention of Man-At-Arms, the Finder Beam was used to locate and report back the coordinates of the Sky-Spy. The results were displayed on the main monitor in Man-At-Arms' lab.

## FIRE JEWELS



## 1983 FILMATION MOTU ANIMATED SERIES

The Fire Jewels were small red, oval gems kept upon an altar in the base of a volcano. A handful of Fire Jewels were crushed by He-Man into a fine powder, which was subsequently transformed into a Ray Fuser by the Sorceress to help turn people back to normal from their petrified states as stone statues.

## FIRE RAY

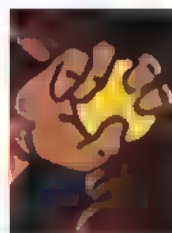


## 1983 ITALIAN PIÙ COMIC MAGAZINES

Stratos's powerful hand blaster weapon was called the Fire Ray in the Italian Più comic magazines.

## FLASHBALL

Illumination



## 1983 FILMATION MOTU ANIMATED SERIES

The Flashball was a small yellow ball that, when thrown, exploded with a bright light, temporarily blinding an enemy or providing a very brief light source in the darkness.

## FLOWERS OF POWER



1983 GOLDEN MOTU BOOKS

The Flowers of Power were artificial flowers which were actually agents of the Thought Machine. Any who fell beneath the flowers' spell were enslaved to the Thought Machine. Only a Freeze Blaster worked against them.

## FLYING ROBOT DRONES

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Flying Robot Drones were a Priman invention used by Spinwilt in training scenarios. They were capable of flight and fired laser blasts from their jaws.



## FOCUSING JEWEL



1985 US MOTU MAGAZINES

The Focusing Jewel was a large red jewel located in Central Tower and extremely pure in its composition. Skeletor coveted it for use in his Destructo-Laser.

## FOG FACTORY

Evil Mutants

Fog generation

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

When the Galactic Guardians destroyed Flogg's new giant laser cannon, Skeletor noticed that the gas from the explosion was causing damage to Primus's planetary shield. The Mutants built the Fog Factory, which spewed gas toward Primus. It was ultimately destroyed by the Galactic Guardians, leaving Flogg a bit miffed.



## FORCE BOMB

Man-At-Arms

Emitting force shield



1986 MARVEL STAR MOTU COMICS

The Force Bomb was invented by Man-At-Arms. Rather than exploding like a traditional bomb, it emitted an impenetrable force shield.

## FORCE FIELD CAGE



Skeletor

Imprisonment

1983 FILMATION MOTU ANIMATED SERIES

Designed by Skeletor, the Force Field Cage held its prisoner in an inescapable box. It appeared to be made of solid light, with six sides of the cage distinctly outlined.

## FORCE FIELD DEVICE

Evil Horde

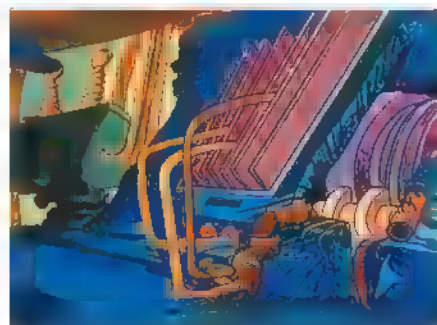
Imprisonment

1985 FILMATION POP ANIMATED SERIES

The Horde's Force Field Device was a large machine that projected a beam of light from above. The light beam created an impenetrable prison from which the intended victim could not escape.



## FORCE FIELD GENERATOR



Bird People

1983 FILMATION MOTU ANIMATED SERIES

Located high in the peaks of Avion, the Force Field Generator was a large device of unknown origin that created a force field around the city of the Bird People. It was maintained on a daily basis by Hawk, until her betrayal.

## FORCE FIELD MACHINE

Evil Horde



1985 FILMATION POP ANIMATED SERIES

The Force Field Machine was designed to generate a huge domed force field around the Fright Zone that not even She-Ra could break through. It could also create smaller force fields.

## FORCE FIELD STAFF

Evil Warriors

Force field imprisonment and control

1983 FILMATION MOTU ANIMATED SERIES

A unique-looking weapon with two individual prongs at the top, the Force Field Staff generated a force field around someone's body, allowing its wielder to control their actions. It could also be used as a weapon, projecting bolts of energy.



## FORCE MACHINE

PRIMARY OWNERS  
Two Bad

1986 UK MOTU  
COMIC MAGAZINES

The Force Machine was created by Two Bad and powered by a jeweled meteor that had fallen to Eternia. It could create an impenetrable force field around any object.



## FORCE SHIELD

DEFENSE

1983 FILMATION MOTU  
ANIMATED SERIES

The large metallic Force Shield was an incredibly durable defensive weapon of unknown origin that could withstand extremely forceful blasts of energy directed toward it.



## FOUNTAIN OF DIMIAN

SORCERESS

1986 MOTU  
NEWSPAPER STRIPS

The Fountain of Dimian was a basin of sparkling water inside Castle Grayskull. The Sorceress

most often used it as a scrying pool, but it could be employed for other purposes as well. For example, when intruders invaded Castle Grayskull, it created a large geyser in warning.



## FREEZE BLASTER

MAN-AT-ARMS

1983 GOLDEN  
MOTU BOOKS

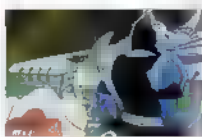
Invented by Man-At-Arms, the Freeze Blaster, similar to the Freeze Ray and Freeze Rod, projected a ray that would freeze an attacker.



## FREEZE CANNON



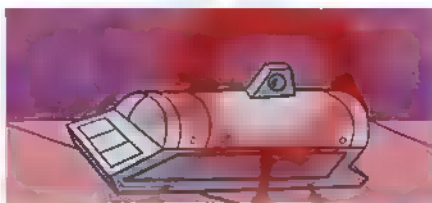
EVIL HORDE



1985 FILMATION  
POP ANIMATED SERIES

The Horde's Freeze Cannon was located at the Fright Zone and consisted of two cannons connected to a targeting computer. After a brief time to charge, the Freeze Cannon would project a blast of ice powerful enough to disable a craft in space.

## FREEZE FIELD BOMB



INDUCING SUSPENDED ANIMATION

1983 FILMATION MOTU ANIMATED SERIES

The Freeze Field Bomb was a handheld device with a flashing red light that, when detonated, could place everyone within a large area into suspended animation. It was also rigged to freeze anyone who touched it.

## FREEZE GUN

PON-DAR

FREEZING ANY LIVING BEING

1986 UK POP COMIC MAGAZINES

When Hordak placed a bounty on She-Ra's head, Pon-Dar, the leader of a trio of bounty hunters, invented a Freeze Gun so his crew could capture She-Ra and bring her to Hordak.

## FREEZE RAY



1983 FILMATION MOTU  
ANIMATED SERIES

The Freeze Ray was a small handheld gun that would emit a blast that froze its

target. If carefully aimed, two people could be frozen with a single shot. The effects would wear off after some time.

A variation of the Freeze Ray that looked like a silver rod was in the Hall of He-Man at Castle Grayskull. Similarly, Skeletor had a simple tube-like Freeze Ray of his own.

## FREEZE ROD



1983 FILMATION MOTU ANIMATED SERIES

Freeze Rods were given to the guards at the Eternian Weather Station. The simple device fired a beam of energy that would freeze attackers. However, the device did not work on the villain known as Icer.

## FREZZLIN CELLS

EVIL HORDE

SPECIAL TYPE  
IMPRISONMENT

1985 FILMATION POP ANIMATED SERIES

Controlled from a handheld device, the Horde's Frazzlin Cells were made of a blue beam of light which could bounce off any object and entrap an enemy.





## GALACTIC COUNCIL MESSAGE BALL



**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

These holographic message balls were devices used by the Galactic Council to send messages across the galaxy.

## GALAXY SCOPE

Heroic Warriors

Viewing space

**1986** UK MOTU COMIC MAGAZINES

The Galaxy Scope was a device used by the Heroic Warriors to see into the depths of space.



## GAMMA BLASTER

Evil Horde

**1986** UK MOTU COMIC MAGAZINES

The Gamma Blaster was an energy weapon employed by the Evil Horde. It was part of Hordak's evil scheme to use an Anti-Gravity Device to raise a mountain into the air and drop it on Castle Grayskull.

## GAMMA RAY



Rohad

Seeing through walls  
Evaporating walls

**1983** FILMATION MOTU ANIMATED SERIES

The Gamma Ray was wielded by Rohad. It allowed him to see through walls or, when the intensity of its beam was increased, evaporate them.

## GAR TECH VEST ARMOR

Sy-Klone

Creating powerful vortexes of spinning energy

**2008** MOTU CLASSICS

The Gar scientists of Anwat Gar created the TECH Vest Armor as a defensive weapon for their warrior defenders. After the Spell of Separation submerged much of Anwat Gar beneath the Ocean of Gnarl, the survivors used the TECH Vest Armor to terrorize the rest of Eternia in the wake of the Great Wars. While many Gar became pirates, some remained faithful to their mission and remained on the island remnant of Anwat Gar guarding the Legacy Stones. Their descendant, Sy-Klone, son of Dy-Lex, saw the destruction of the stones and then used the armor to become one of the heroic Masters of the Universe.

## GAS BLADDERS

Skeletor

Releasing sleeping gas

**1986** UK MOTU COMIC MAGAZINES

The inflatable Gas Bladders were filled with sleeping gas. When dropped from a high altitude, they would burst upon impact with the ground, releasing the sleeping gas and sending anyone nearby into a deep sleep. Skeletor planned to attack Eternos with the sleeping gas, but his plan was cleverly foiled by Prince Adam.



## GAS JETS

Dispersing Slumba-Gas



**1986** UK MOTU COMIC MAGAZINES

A spy in Skeletor's secret spy ring employed Gas Jets to deliver Slumba-Gas, which knocked enemies unconscious.

## GATE MAKER

Modulok

Opening dimensional gates

**1985** FILMATION POP ANIMATED SERIES

Built by Modulok, the Gate Maker sat atop a stand, with the device itself containing many complicated buttons. It could open purple dimensional gates leading to any dimension programmed into it.



## GEM OF HELIOS

Healing Gem

Healing  
Trapping  
Projecting energy blasts

**1986** MARVEL STAR MOTU COMICS

Kept in the floating city of Helios, the Gem of Helios possessed powerful healing magic able to save lives, but its power could be misused as an offensive weapon by trapping foes and shooting them with energy blasts.



## GEM OF LIFE

King Randor

Ensuring good crops



**1983** MOTU MINICOMICS

On the first day of spring, it was a tradition for the king of Eternia to bring forth the green Gem of Life for all to see. A marvelous and magical symbol of happiness, it was given to a different Eternian farmer each year, and it was their honor and duty to protect it. In return, the Gem of Life would bestow a rich and bountiful harvest upon all of the Eternian lands. However, if the gem was possessed by one who was evil, the lands would presumably yield nothing.

## GEM OF MAGOO

Granamyr  
He-Ro

Magical strength enhancement for those pure of heart

## 2008 MOTU CLASSICS

The Gem of Magoo was a magical talisman which enhanced the strength of those who were pure of heart. The Dragons of Darksmoke kept the gem in the mystical Dragon Tower on Preternia until humans, deceived by Nazghal, stole it and initiated a three-hundred-year conflict between dragons and humans. Eventually He-Ro and his mentor, Eldor, defeated Nazghal and returned the gem to Granamyr as a peace offering from King Grayskull. Granamyr agreed to the détente and later gave the Gem of Magoo to He-Ro to wield in his Power Staff. After He-Ro's death, the gem was stored in his crypt along with the Power Staff and his other magical possessions.

## GEM OF TAMADGE

Gem of Talmadge

PRIMARY OWNERS  
Sir Laser-Lot

## SPECIAL ABILITIES

Enhanced strength for its wearer  
Projecting powerful energy blasts

## 2008 MOTU CLASSICS

The Gem of Talmadge was the mystical stone set in the breastplate of Sir Laser-Lot's armor. The gem magically enhanced his strength and granted him the power to emit energy blasts.



IMAGE COURTESY OF DC COMICS

## 2012 DC MOTU COMICS

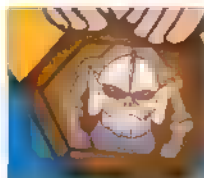
The 2012 DC comics provided additional details about Sir Laser-Lot's gem, referring to it as "the Gem of Talmadge." Forged from the heart of a dragon slain by Sir Laser-Lot, the Gem of Talmadge would burn any who touched it. Cursed by the gem, Sir Laser-Lot could not live without it, nor could it exist without him.

## GEM-STONE

## 1986 UK MOTU COMIC MAGAZINES

This gemstone was given by He-Man as a gift to the Dinoreps, to provide them with a source of heat during the winter, but the gem was stolen by Leech.

## GEM OF SIGHT



## PRIMARY OWNERS

Shadow Weaver  
Hordak

## 1985 FILMATION POP ANIMATED SERIES

The Gem of Sight was created by Shadow Weaver's dark magic. Placed around the neck of an intended victim (and used in conjunction with the Cape of Night), the gleaming yellow gem allowed Hordak to see the very same things that the wearer saw.

## GEM-STONE OF POWER



## PRIMARY OWNERS

Eternian Elders

## 1986 UK TWINS OF POWER MAGAZINE

The Gem-Stone of Power was the jeweled meteor from which the Swords of Power and Protection were forged and Castle Grayskull was built. Keclar sensed a great source of power above Eternia, and the Elders, discovering it was the jeweled meteor, brought it down to Eternia. They realized it possessed untapped powers that would aid them in keeping Eternia and Etheria safe from the forces of evil.

After the Elders forged the twin swords and carved the stone from which they would create Castle Grayskull, the rogue Elder Tyn-Mah used the gem to forge a third sword, alternately known as the Evil Sword, the Sword of Evil, or the Black Sword, which he intended to wield himself with all the powers of darkness. This sword was cut in half by

the other Elders and hidden away.

A small, forgotten fragment of the Gem-Stone of Power later wound up in the possession of Horde Prime, when his agents scoured the universe long and hard to find it and bring it to him. When he placed it in his Time-Scan Machine and learned of the existence of the Sword of Evil, he formed two amulets from the gem which would detect the presence of the third sword and gave these to Hordak and Skeletor so that they could locate the two halves of the Sword of Evil.

## GEMSTONE OF THE WIZARDESS



## 1985 POP MINICOMICS

When She-Ra and Kowl discovered a mysterious piece of fabric with strange symbols on it, She-Ra visited the Wise Old Wizardess for help in deciphering the symbols' meaning. The Wizardess bestowed upon her a powerful gemstone which enabled She-Ra to discover that the symbols were actually a map into the depths of the Dark Forest.

## GENETIC PROCESSOR

PRIMARY OWNERS  
Skeletor

SPECIAL ABILITIES  
Manipulating genetic code

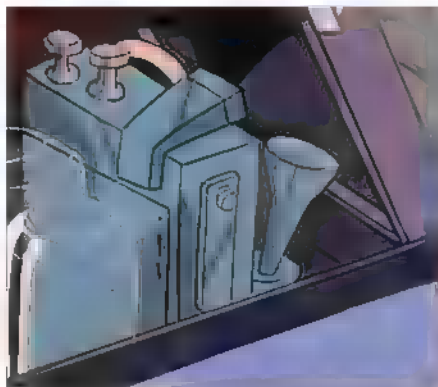


## 1987 GERMAN EHAPA MOTU COMICS

When Skeletor captured He-Man, Man-At-Arms, and Teela on his Skeleton Island, he put them into his Genetic Processor. The large machine was able

to change a victim's genetic code so that they would become creatures without any will. Orko saved his friends before the Genetic Processor could do any harm. Shortly thereafter, the device exploded, along with the entire island.

## GENETICATOR



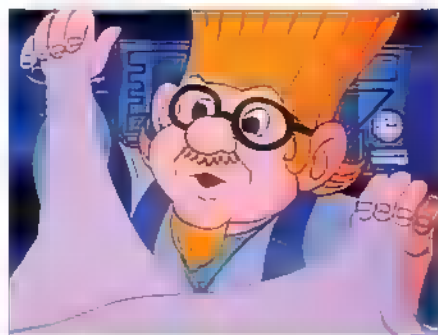
Skeletor

Duplicating people

**1990** NEW ADVENTURES OF HE-MAN  
ANIMATED SERIES

The Geneticator was a device which analyzed a person and created an exact duplicate of that individual.

## GEPPLE'S GOO



Gepple

**1990** NEW ADVENTURES OF HE-MAN  
ANIMATED SERIES

Gepple's Goo was a substance created by Gepple to clog the tubes to Onnor so that the Mutants would not be able to use them. Gepple later adapted the goo to other uses, such as fixing holes in the defensive shield.

## GIANT BOTTLE



**1983** FILMATION MOTU  
ANIMATED SERIES

Located in the Sands of Time, the Giant Bottle originated in Orko's home world of Trolla. The oversized bottle was approximately twelve feet in height. When uncorked, a hand appeared containing a note showing an image which indicated the bottle should not be opened. The bottle disappeared as soon as the Trollan named Frankster emerged from it.

## GIANT MECHANICAL SPIDER



Creating small mechanical spider offspring

**1984** UK WORLD MOTU ANNUALS

The Giant Mechanical Spider was a huge robot under the control of Skeletor. When the spider devoured scrap metal, it transformed the wreckage into small mechanical spiders. These small mechanical menaces were unleashed on Primus, where they spat poison that nearly destroyed the planet's crops.

## GLITTER SCREEN



Gleanons

ABILITY

Sensor disruption

**1990** NEW ADVENTURES OF HE-MAN  
ANIMATED SERIES

The Glitter Screen was a Gleanon weapon used to blind the sensors of enemy ships.

## GLOVE OF GLOBOLAH

Powerful sorcery

**1986** UK MOTU  
COMIC MAGAZINES

Unearthed by the Eternos Archaeological Society, the Glove of Globolah, when used with its accompanying Book of Spells, was a magical artifact with powers to rival Castle Grayskull's. Though Hordak possessed the glove for a time, he gave it up when the Heroic Warriors tricked him with a counterfeit copy of the Book of Spells. The glove was subsequently sent to Castle Grayskull for safekeeping.



## GLOWING MOSS

Illumination

**1984** UK WORLD MOTU ANNUALS

Glowing Moss was a variety of Eternian vegetation found in the Mountains of Mourne. The moss produced a natural radiance.

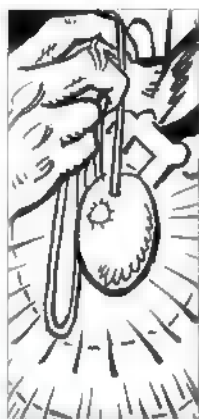


## GLOWING STONE

Turning good people evil

**1986** UK POP COMIC MAGAZINES

The Glowing Stone was an artifact given to Hordak by the Enchanted Sisters, whom he called upon to ask whether he would ever beat She-Ra. The sisters



told him the stone had the power to turn anybody evil. He confronted She-Ra, Castaspella, and Bow, and the stone began to affect their minds, causing them to bow before Hordak and experience evil thoughts. Before evil could fully take over her mind, Castaspella used her powers of suggestion to convince Hordak that the stone was also causing him to have good thoughts. Believing that

the stone was turning him good, just as it was turning the Rebels evil, Hordak crushed the stone and fled the scene.

## GOLDEN CLAWS OF CRUSHING

**2008** MOTU CLASSICS

The Golden Claws of Crushing were a pair of powerful mystical claws which Skeletor once gave to Kobra Khan.

## GOLDEN COLLAR

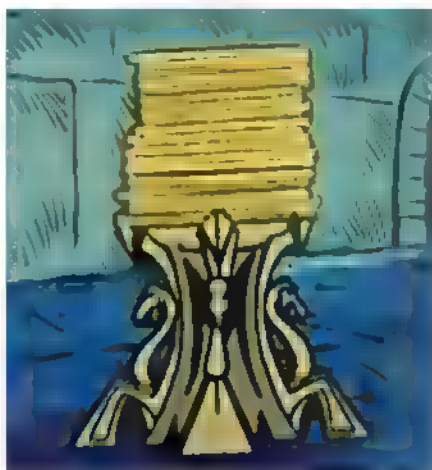


**POWER ABILITY**  
Giving animals the ability to talk

**1983** GOLDEN MOTU BOOKS

The Golden Collar was a magical item which enabled Graywolf to speak. The beautiful Golden Collar was decorated with rubies.

## GOLDEN DISKS OF KNOWLEDGE



Skeletor

**1983** FILMATION MOTU ANIMATED SERIES

The Golden Disks of Knowledge stored the wisdom of the wisest men and women in the universe. The Council of the Wise entrusted the disks to Zanthor, who betrayed them and gave the disks to Skeletor. Skeletor used their knowledge to build Snake Mountain and hid the Golden Disks of Knowledge beneath his new stronghold.

**2008** MOTU CLASSICS

In Preternia, the disks were seen stored inside Eldor's home.

## GOMON GEM

Skeletor

Making the user invincible  
Incredible magic powers



**1986** UK MOTU COMIC MAGAZINES

The Gomon Gem was a gem acquired by Skeletor that contained ancient magical power. He used the gem to attack Eternos City, conjuring up a powerful demon. Even He-Man's sword was useless against the power of the Gomon Gem. The gem's power could only be stopped by the sound of seven bells ringing at the same time, so He-Man tricked Skeletor into venturing to the Vault of Vargonis, the only location on Eternia with seven bells. Punching the ground to create intense vibrations that rang the bells, He-Man was able to shatter the Gomon Gem and defeat Skeletor's evil.

## GONG OF LEONA



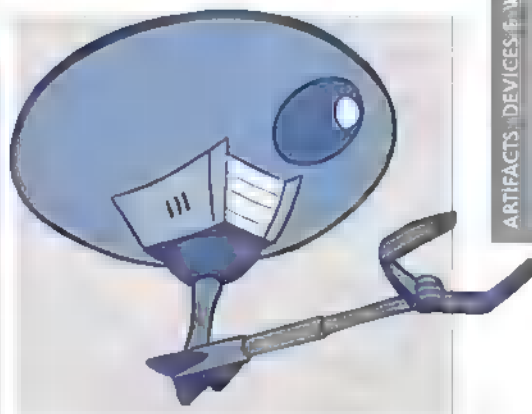
Lion People

Invisibility

**1983** UK WORLD POP ANNUALS

The Gong of Leona, when rung thrice, granted the Lion People of Etheria invisibility. For many ages, it protected them. Hordak once stole the gong in order to force the Lion People to do his bidding.

## GRABBERS



Evil Horde

Levitation  
Capturing

**1985** FILMATION POP ANIMATED SERIES

Designed by the Horde, the Grabbers were levitating remote-controlled contraptions which could swoop down and capture their targets in their claws.

## GRAPPLING HOOKS

He-Man  
Teela

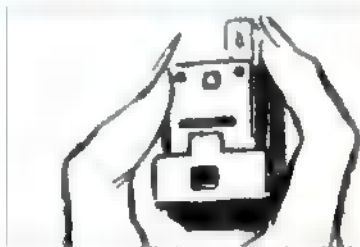


## 1983 FILMATION MOTU ANIMATED SERIES

Both He-Man and Teela carried Grappling Hooks with them. They were small metallic rods which,

when a button was pressed, would sprout three hooks and a line. They could be used to scale walls, mountains, or other high places.

## GRAVITONIC OSCILLATION GRENADE



## 1986 MOTU NEWSPAPER STRIPS

The Gravitonic Oscillation Grenade was a very powerful explosive device created by Gwildor. Evil-Lyn once disguised herself as a Thenurian in order to steal it.

## GREAT CHAIN



Dwarf Elders  
Magic

## 1983 LADYBIRD MOTU BOOKS

The Great Chain was created by the council of the Dwarf Elders of Crystal Mountain. It was a massive chain created to determine who was the real He-Man. He-Man and Faker engaged in a tug-of-war contest to prove the real He-Man's identity to the Dwarf Elders.

## GREAT EYE OF THE GALAXY

## 1987 MOTU MOVIE

The Great Eye of the Galaxy was a huge cosmic portal that stood behind the throne of Castle Grayskull and bestowed godlike power on the conquering Skeletor when it opened as the Eternian moons reached their zenith.

## 2008 MOTU CLASSICS

The Great Eye of the Galaxy was a giant disk set behind the throne in the main audience chamber of Castle Grayskull. The eye was located directly behind the eyes of the castle's skull-shaped façade.

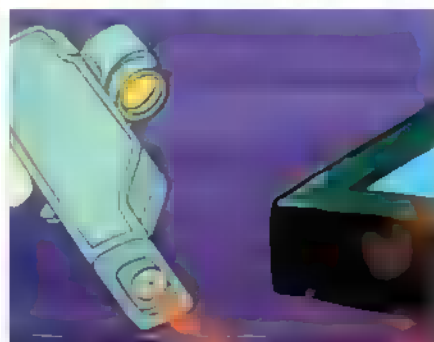
## GRIMALKIN STATUE



## 1983 FILMATION MOTU ANIMATED SERIES

Located deep within the Temple of the Cat, the magnificent blue Grimalkin Statue resembled a horned cat atop a large base. When the gigantic Grimalkin was unleashed, the statue was seemingly destroyed. When the Grimalkin was defeated, however, the creature transformed back into a statue.

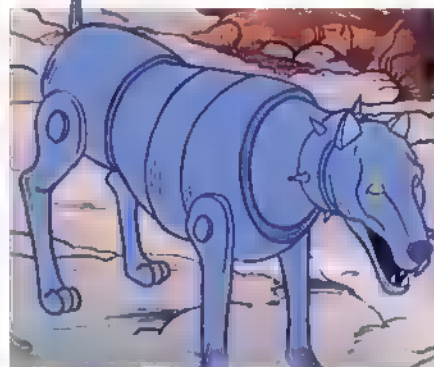
## GROWING SERUM



## 1985 FILMATION POP ANIMATED SERIES

Created by Professor Tempus, the Growing Serum was used to counteract the effects of the Miniaturization Formula. It would instantly return the victims to their original size, bathing them in a red mist during the process.

## GROWLER



## 1983 FILMATION MOTU ANIMATED SERIES

Built by Baron Grod, Growler was an unforgiving robotic hunting dog. The robot possessed the ability to fire stun beams from its eyes and had a radar tracking system to locate the creatures that Baron Grod hunted. Battle Cat destroyed the robot by leaping directly onto it.

## GROWTH ACCELERATOR PILL



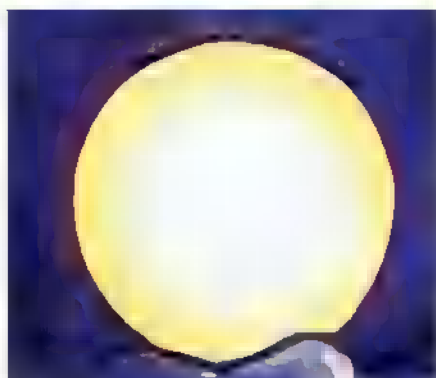
Gepple  
Meldoc

Accelerating plant growth

## 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Growth Accelerator Pill was a gardening aid created by Gepple and Meldoc. It was designed to increase the size of Priman crops but worked a little too well, creating giant plants and crops as soon as it was planted.

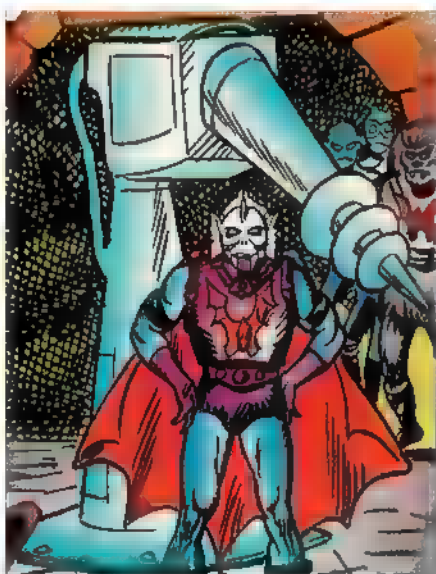
## GROWTH GLOBE



1983 FILMATION MOTU ANIMATED SERIES

The Growth Globe was a magical sphere that, once activated, would grow in size indefinitely. He-Man saved Castle Grayskull from destruction by using his strength to push back the globe's growth. He subsequently gave the globe a mighty kick which sent it hurtling into outer space.

## GROWTH MACHINE



Hordak

Increasing the size of living things  
Controlling living things

1986 UK MOTU COMIC MAGAZINES

The Growth Machine was developed by Hordak. It caused ordinary living things to grow to an immense size while also putting them under Hordak's mental control. Hordak once used the device on a swarm of insects, which caused them to become gigantic.

## GROWTH POTION

Enhancing size

1985 UK WORLD POP ANNUALS

The Growth Potion in the *World Princess of Power* annuals was a magic liquid created by Castaspella. Anyone who drank it would grow to the size of a



giant. If they took a second drink on the same day as the first, they would shrink down to their normal size. Castaspella used the potion to entertain her magical friends on the Enchanters' Eve. Although it

was an innocent trick, everything went wrong when Shadow Weaver appeared from the darkness and stole the potion. Hordak intended to use it on his minions to make them larger and stronger so that they could defeat the Great Rebellion. However, Hordak took the wrong dose and shrunk down to half his size, making it easy for She-Ra and Swift Wind to retrieve the potion from him.

1986 UK MOTU COMIC MAGAZINES

Another Growth Potion was invented by Jodder, one of Eternia's greatest scientists. Having previously created a serum to make people and animals incredibly small, Jodder produced a Growth Potion with the opposite effect. The potion was stolen by Skeletor and used on Kobra Khan, who attacked Eternos after growing to the size of a giant.



## GROWTH SERUM

Enhancing size

1983 FILMATION MOTU ANIMATED SERIES

Skeletor's Growth Serum was an unseen formula that accelerated the maturation of a mother dragon's eggs, causing the dragons inside to grow to full size in less than a minute.



Evil power

## GUNS OF NORDOR



Evil Mutants

Pinpoint precision

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Guns of Nordor were Mutant superweapons mounted on a base and located on the Dark Side of Moon Nordor. They were incredibly powerful and capable of pinpoint accuracy, even with targets as far away as Primus.

## GYRO MACHINE

Man-At-Arms



1983 MOTU MINICOMICS

Man-At-Arms' invention the Gyro Machine was designed to create robot warriors. In an act of desperation, Man-At-Arms saved the life of a wounded soldier by placing him in the machine. The soldier's body was fused with

robotic parts, creating the high-speed cyborg Rotar. Shortly thereafter, Skeletor stole the device and used it to create the robotic Twistoid.

2008 MOTU CLASSICS

Similarly, in the Classics canon, the Gyro Machine was an invention of the Man-At-Arms Duncan, who used it to transform the mortally injured warrior Ronur into a Master of the Universe by merging him with an android Rotar body.

## HATE STONES

1986 MARVEL STAR MOTU COMICS

The Hate Stones appeared on Eternia three thousand years ago, granting evil power to anyone who came into possession of them. Only the power of the Cosmic Enforcers was able to seal the Hate Stones beneath Eternia. The Hate

Stones, which were embedded in a necklace, could call to an individual, enticing them to wear the necklace. Once placed around the neck, the Hate Stones took possession of their new owner, filling them with great power, immense hatred, and a thirst for vengeance.



# HAVOC STAFF

## NAME

Havok Staff  
Fazer Staff  
Laser Staff  
Skull Staff

## PRIMARY

Skeletor  
Faceless One

## SPECIAL ABILITY

Conduit for powerful sorcery



## 1983 FILMATION MOTU ANIMATED SERIES

Skeletor's Havoc Staff was a purple staff topped with a ram's skull. It served as a conduit for his vast array of magical powers. With it, he could spy on the Heroic Warriors, project mystical blasts of energy, create a sleep-inducing mist, conjure dimensional gateways, energize objects, surround things with evil magic, and more. It was stated that Skeletor was relatively helpless without the Havoc Staff, implying that his powers relied on, or heavily

drew from, the staff's own magic. The Havoc Staff was virtually indestructible; if it were broken or damaged, Skeletor could repair it within seconds.

## 1983 MOTU MINICOMICS

In the minicomics, the Havoc Staff was an extremely powerful magical artifact wielded by Skeletor. The full extent of its powers was unknown, though Skeletor most often used it to blast enemies with magical bolts of energy. Skeletor also used the Havoc Staff to pierce the veil between dimensions. By doing so, Skeletor summoned evil beings from throughout time and space and forced them to do his dark bidding. In addition, the Havoc Staff was also



used as a scrying device to spy on enemies.

## 1984 UK WORLD MOTU ANNUALS

In the World annuals, the Havoc Staff was referred to as the Laser or Fazer Staff when the battle moved from Eternia into space.

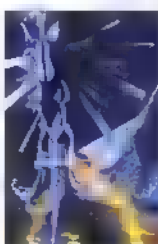
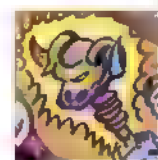
## 1986 MOTU NEWSPAPER STRIPS

According to Ninjab, the Havoc Staff was forged by his people long ago.

## 1987 MOTU MOVIE

In the 1987 film, the Havoc Staff became gold when it absorbed the powers of the universe. He-Man destroyed the staff with the Sword of Grayskull.

TRIVIA: When Skeletor was not wielding the staff himself, Pigboy held it for him.



## 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Havoc Staff, also referred to as the Skull Staff, boasted a very different look in the *New Adventures of He-Man* animated series, but its powers remained largely unchanged.

## 2002 MVCREATIONS MOTU COMICS

The MVCreatations comics established that the Havoc Staff was an ancient artifact once in the possession of the Faceless One. A time-traveling Keldor obtained it, initially, to use it as the key to unlocking a higher evil.

## 2008 MOTU CLASSICS

The Classics canon expanded the history of the Havoc Staff. A magical object from the city of Zalesia in ancient times, the Havoc Staff touched the Starseed and absorbed some of its awesome power. The staff became one of the enchanted artifacts protected by King Nikolas in the Pretetian city of Zalesia. After Nikolas was cursed for breaking the peace treaty with the Snake Men, he continued to haunt the ruins of his city and guarded its magic relics as the Faceless One.

Five thousand years later, the young Keldor, acting on orders from Hordak, attacked the Faceless One in order to obtain the Havoc Staff. During their fight, the Faceless One had a vision of Keldor's progeny sharing Nikolas's bloodline and rightfully inheriting the staff, so the Faceless One surrendered and allowed Keldor to leave with his prize.

After Skeletor banished King Randor to Despondos and assumed the throne of Eternia, Kobra Khan entered into his service. Despite the fact that Skeletor augmented Khan's power, turning him into Camo Khan, the duplicitous reptile stole the Havoc Staff and took it to help heal the injured King Hssss, who wielded the staff during the Second Ultimate Battleground. Upon Hssss's demise, Skeletor regained possession of the Havoc Staff.

When Skeletor sustained grave injuries during his final conflict with Hordak, he absorbed the Horde Techno-Organic Virus in order to survive as a cyborg. In the process, his Havoc Staff changed form, seemingly also affected by the virus because of the bond between magic and science.



After Skeletor fought He-Man in the Tri-Solar System for years, their conflict led them to the planet Trolla, where they battled inside the Temple of Power. Absorbing magic from the Star Tree stored within the temple, Skeletor's staff changed again, regaining its old skull shape but now composed of crimson laser light.

Despite Skeletor's enhanced power, He-Man defeated him by finally separating Keldor and Demo-Man. The Havoc Staff's fate at the time was not known, but it eventually fell into the hands of Skeletor's son Skeleteen, who wielded it alongside the Unnamed One in the Third Ultimate Battleground.

#### 2012 DC MOTU COMICS

In a unique take, the 2012 DC comics stated that Hordak gave Skeletor the Havoc Staff when he sent him to kidnap Prince Adam and Princess Adora. Upon touching it, Skeletor saw a vision of his own future and Hordak's past, in which after kidnapping Adora, Skeletor became more enticed by the dark

arts and at some point changed into a monstrous being with the Ram Skull in place of his own, battling Hordak until Hordak killed him.

Hordak, stating that he did not anticipate Skeletor's coming into contact with the staff would cause so much havoc, told him that this future event had already happened, and that the skull atop the staff was Skeletor's own. Upon hearing of the horrible fate in store for him, Skeletor cheated destiny by escaping to Eternia with the Havoc Staff.

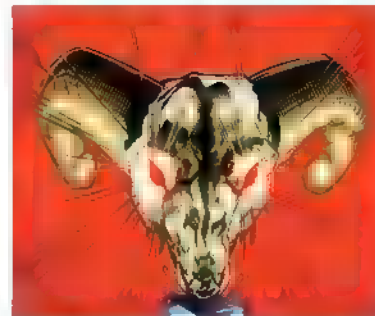


IMAGE COURTESY OF DC COMICS

### HEAT GUN

#### SPECIAL ABILITIES

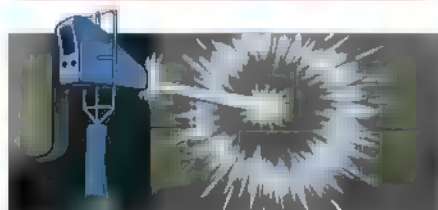
Projecting intense beams of heat



#### 1983 FILMATION MOTU ANIMATED SERIES

The rifle-like Heat Gun projected an intense beam of heat that could bore into thick stone, creating a hole.

### HEAT RAY



#### PRIMARY OWNERS

Skeletor

#### SPECIAL ABILITIES

Projecting intense beams of heat

#### 1983 FILMATION MOTU ANIMATED SERIES

Skeletor's Heat Ray was a metallic device upon a stand which projected an intense beam of heat from a nozzle. It could rotate in a 360-degree circle.

### HELM OF LIGHT AND SCEPTER OF SORCERY



#### 1983 ITALIAN PIÙ MAGAZINES

Teela's cobra head-dress, known as the Helm of Light, and her Scepter of Sorcery gave

her divine powers. Woe unto her enemies when she wielded these mighty, mystical weapons.

### HELM'S MAGIC PAINTBRUSHES



#### 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Helm inherited his paintbrushes from his grandmother. He used them to paint magical pictures which seemed to be alive. When Skeletor took control of the paintings and used them to attack Primus, Helm was forced to snap the brushes to break Skeletor's spell.

### HE-MAN SHIELD OF HONOR

#### 1986 UK MOTU COMIC MAGAZINES

The He-Man Shield of Honor was the greatest athletic prize awarded on Eternia. Athletes Theydon and Doodon were competing for this prize on the fateful day when they were captured by Hordak and turned into the cyborg warriors Dragstor and Extendar.

### HERITAGE OF HORROR

#### PRIMARY OWNERS

Mekaneck  
Kramdor

#### SPECIAL ABILITIES

Shrinking

#### 1984 GERMAN MOTU AUDIO PLAYS

After Mekaneck failed to save the life of his friend Kramdor, he inherited Kramdor's belongings—a chest buried in the Etemian desert. This chest contained a magical staff and what appeared to be some rubbish. Hordak tricked Mekaneck, however, and stole the staff, which turned out to be able to shoot shrink rays. After Skeletor and Hordak used it to shrink Castle Grayskull, they destroyed the staff so there would be no way to reverse its effect. The Masters of the Universe took a closer look at Kramdor's chest, which fell apart due to one of Orko's spells backfiring. The broken chest revealed a hidden rainbow-colored disk connected to two smaller disks. As He-Man moved those disks, the tiny Castle Grayskull started to grow, amid thunder and lightning. Once the castle was back to its normal size, the magical disks vanished.

### HIGH-FREQUENCY TRANSMITTER

#### PRIMARY OWNERS

Man-At-Arms

#### SPECIAL ABILITIES

Radio communications



#### 1983 FILMATION MOTU ANIMATED SERIES

Man-At-Arms' High-Frequency Transmitter was a large box-shaped device that controlled all radio communications to and from the Royal Palace on Eternia. It was powered by Rainbow Quartz, a rare substance.

### HIGH-PITCH GUN

#### PRIMARY OWNERS

Man-At-Arms

#### SPECIAL ABILITIES

Emitting a high-pitched sound



#### 1986 UK MOTU COMIC MAGAZINES

Man-At-Arms used the High-Pitch Gun to drive a swarm of giant insects away after Hordak unleashed them upon Castle Grayskull. The high-pitched sound it emitted repelled the creatures.

## HIGUCHI 114 MODEL RIFLE

Queen Marlena

Speed  
Accuracy

2008 MOTU CLASSICS

The Higuchi 114 Model Rifle was an Earth-made laser rifle and the preferred weapon of astronaut captain Marlena Glenn because of its speed and accuracy.

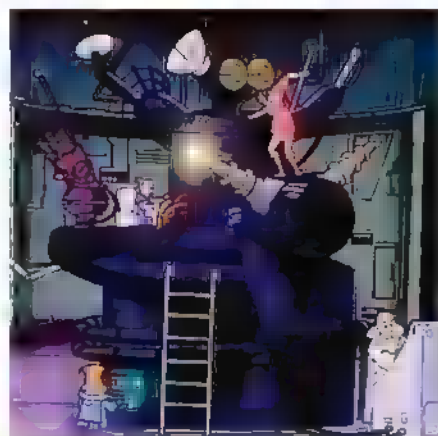
## HOLE OF YARDAZ

1986 UK MOTU COMIC MAGAZINES

The Hole of Yardaz was a magic hole that Skeletor had stolen many years in the past from Yardaz, a powerful wizard from another dimension. The hole grew bigger every time anything was dropped into it. Scavenging the catacombs of Snake Mountain, Skeletor found the hole and decided to use it to banish He-Man from Eternia. The hole was, in fact, a portal to Yardaz's home dimension.



## HOLE SENSOR



Scientists of Primus

Sensing holes in Primus's shield

1990 NEW ADVENTURES OF HE-MAN  
ANIMATED SERIES

The Hole Sensor was a huge machine created by Priman scientists to detect holes in Primus's shield.

## HOLOGRAM PROJECTOR

1990 NEW ADVENTURES OF HE-MAN  
ANIMATED SERIES

The Hologram Projector was a device installed on Spinwit's Astrosub. When activated, it projected holographic images of an entire fleet of Astrosubs, fooling the Mutants into believing Primus's fleet was much larger.



A portable version of the Hologram Projector was used by Dukan to project holographic duplicates of himself and confuse the Mutants.

## HOLOSHERE



Skeletor

Projecting holographic images

1987 MOTU FILM

The Holosphere, located inside Grayskull, broadcasted a hologram of Skeletor across Eternia, allowing him to be seen and heard as he addressed the people.

## HOLO-VID

Evil Horde

Video recording

1985 FILMATION POP  
ANIMATED SERIES

Holo-Vid was a format used by the Horde to record its encounters with the Great Rebellion for review on a large screen back at the Fright Zone.

## HOMING BOTS



Security

1990 NEW ADVENTURES OF HE-MAN  
ANIMATED SERIES

Homing Bots were used as security on Blatazeen II. They were huge, powerful robots armed with blasters.

## HOMING DEVICE (I)

Man-At-Arms

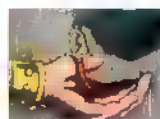
Tracking

1983 FILMATION MOTU  
ANIMATED SERIES

Invented by Man-At-Arms, Homing Devices were used in pairs and would beep when in close proximity to one another, allowing those holding them to track each other.



## HOMING DEVICE (II)

1986 MARVEL STAR  
MOTU COMICS

The Homing Device was a watch-like contraption worn by Prince Adam that allowed him to travel to the future. There was also a boxier prototype version.

## HONEY BOMBS

Skeletor

1984 GERMAN MOTU AUDIO PLAYS

Honey Bombs contained a special type of honey designed to lure Eternian wasps and make them aggressive. Skeletor ordered Beast Man to drop the bombs near He-Man and the heroes so that the wasps would sting them to death.



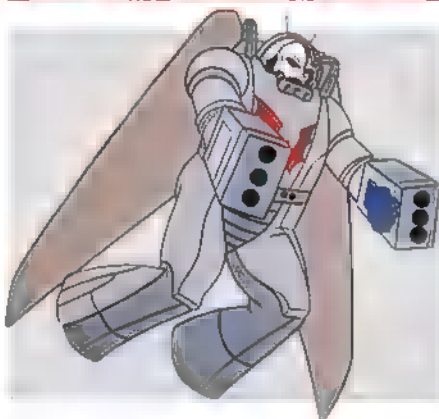
## HONOUR LAUREL



1987 GERMAN EHAPA MOTU COMICS

The sacred Honour Laurel was a special olive wreath given to He-Man after he won Eternia's contest of champions, the Tournament of the Brave Ones.

## HORDAK'S ARMORED SPACESUIT



1985 FILMATION POP ANIMATED SERIES

Hordak's Armored Spacesuit was one of the most imposing suits of armor seen on Etheria. Surrounding his command chair in the Annihilator were miscellaneous pieces of metal. At the touch of a button, the metal parts attached themselves to Hordak, enveloping him in an impressive spacesuit which endowed him with the power of flight, maneuverability, and the ability to fire rockets.

## HORDE ACTIVATOR

Evil Horde



1985 FILMATION POP ANIMATED SERIES

Horde Activators allowed members of the Horde to activate various machines from afar or to communicate with others in possession of an Activator.

## HORDE BOMB

Evil Horde



1986 UK MOTU COMIC MAGAZINES

The Horde Bomb was a dangerous explosive device. It was placed inside the Mantisaur during He-Man's first battle with the insectoid machine.

## HORDE CATALOG

Evil Horde

1985 FILMATION POP ANIMATED SERIES

The Horde Catalog was a publication through which Horde leaders, such as Hordak, could order the latest products from Horde World. Hordak used the catalog to order Parthax, the most powerful element on Horde World.

## HORDE GATEWAY ROCKET

Modulok

1985 FILMATION POP ANIMATED SERIES

The Horde Gateway Rocket was designed by Modulok to follow She-Ra through a dimensional gateway to Eternia, after which it would explode, destabilizing the gateway and leaving She-Ra stranded on another world.



## HORDE MISSILES



Evil Horde

1985 FILMATION POP ANIMATED SERIES

Horde Missiles were large and highly destructive. They were used to attack the village of Dryl, reducing it to rubble.

## HORDE SPY BATS

Evil Horde

Reconnaissance  
Flight

1985 FILMATION POP ANIMATED SERIES

Horde Spy Bats were flying robots which resembled bats. They gathered reconnaissance from above and transmitted images back to the Horde. Occasionally, they were used to deliver Message Cubes to the Great Rebellion from the Horde.

## HORDE SPY DEVICE

Evil Horde

1985 FILMATION POP ANIMATED SERIES

Hordak would shoot the Horde Spy Device out of his cannon arm, and it would stick to a target, transmitting images back to him.



## HORDE TRANSMITTER

Mantenna

Communications



1985 FILMATION POP ANIMATED SERIES

The Horde Transmitter was a two-way radio used by Mantenna to issue orders to his Horde Troopers.

## HORDE TROOPER MACHINE

Hordak

1986 UK MOTU COMIC MAGAZINES

The Horde Trooper Machine manufactured early prototypes of Horde Troopers en masse.

## HORDEBOMB

### PRIMARY OWNERS

Hordak



**1986** UK POP  
COMIC MAGAZINES

The Hordebomb was an explosive device that Hordak situated within an Ice Station the Horde had set up in the Polar Regions of Etheria. Hordak intended for the bomb to detonate and melt the icecaps of the Etherian Polar Regions.

## HORN OF EVIL

**1983** FILMATION MOTU  
ANIMATED SERIES

The Horn of Evil was originally located on Trolla before appearing on Eternia. The unique-looking, durable artifact appeared to be made out of bone and was activated much like a wind instrument. Blowing into one end of the Horn of Evil caused black clouds to emerge. These clouds were laced with evil magic which had the ability to effortlessly turn the surrounding area corrupt and evil. Bizarrely, the artifact also contained a song sheet which, when sung, rendered the Horn of Evil powerless.



## HORRORSPOUTS



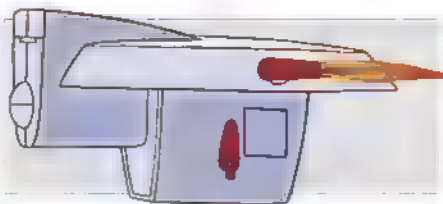
### PRIMARY OWNERS

Skeletor

**1987** GERMAN EHAPA MOTU COMICS

Skeletor created the Horrorspouts, referred to as his "Seed of Horror," from a tree's nuts within the Doom Mountains. Planted right in front of Eternos City's walls and triggered by Skeletor's temporarily enhanced magic, the sprouts immediately grew to great size. For each branch cut off, a new branch grew in its place. On the advice of Orko, the snags were covered in pitch, stopping their growth and causing the Horrorspouts to die.

## HOVERMELTER



**1983** FILMATION MOTU ANIMATED SERIES

Designed by Man-At-Arms, the Hovermelter was a large levitating, disk-shaped machine with a cyclopean eye that could fire an intense beam of heat. It was created to melt rock, leaving behind pure minerals. It could also be used to free ships trapped in frozen conditions during winter.

## HYPNO-ROBOSNAKE



**1987** ITALIAN MAGIC  
BOY MAGAZINES

The Hypno-Robosnake was a robotic cobra used by King Hiss and the Snake Men. The robot could speak and possessed powerful hypnotic abilities. It was even capable of hypnotizing the Sorceress.

## HYPNO-STONE

### PRIMARY OWNERS

Hordak



**1986** UK MOTU  
COMIC MAGAZINES

The Hypno-Stone was a stone which induced hypnosis. Hordak used it on He-Man. While under hypnosis, He-Man allowed himself to be strapped to a rocket, which was then launched at the Royal City. Once the rocket was launched, Hordak canceled the effect of the Hypno-Stone so that He-Man would regain consciousness in time to witness the downfall of his beloved city.

## ICE CRYSTAL

### PRIMARY OWNERS

Morningstar  
Kobra Khan

Projecting freezing beam  
Stopping fire

**1983** FILMATION MOTU ANIMATED SERIES

The shimmering Ice Crystal could project beams that would freeze objects or instantly stop fires, even magical ones like the flames of Granamyr's fire pit.



## ICE DAGGER



**1983** ITALIAN PIÙ  
COMIC MAGAZINES

Mer-Man's familiar yellow sword was called the Ice Dagger in the Italian Più comics. It could fire a frigid blast, encasing the victim, or even the entire Wind Raider, in a frozen block of ice.

## IDOL OF NORKOR



### PRIMARY OWNERS

Norkor

### SPECIAL ABILITIES

Power to enslave nations

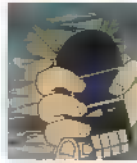
**2002** MVMCREATIONS MOTU COMICS

The Idol of Norkor was a magical relic resembling an egg made of clay. The idol possessed an evil energy that allowed anyone who held it to enslave the nations of Eternia. Only the combined powers of the Ancients defeated the idol's power, according to legends. The idol was then hidden in the center of the Enchanted Forest, where the moving foliage prevented anyone from reaching it. Skeletor used a new weapon called the Spin Blade to cut his way through the forest, but He-Man followed him using the Smash Blade weapon created by Man-At-Arms and defeated the skull-faced villain in personal combat. He-Man then used his own power to crush the idol so that it could never again be used to enslave Eternia.

## IMAGE PROJECTOR

Evil Mutants

Disguise



1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Image Projector was a device found by the Mutants on the Asteroid of Junk. It could project an image to disguise one's appearance.

TRIVIA: When Flogg used the Image Projector, it transformed his appearance into that of a human bearing a strong resemblance to Man-At-Arms.

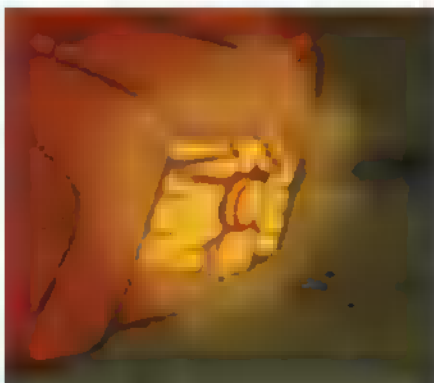
## IMAGE SHOOTER



1983 ITALIAN PIU' COMIC MAGAZINES

The Image Shooter was a device invented by Man-At-Arms. It was red and resembled a rifle. The Image Shooter could project highly realistic holograms to deceive enemies.

## IMPACT RING



IMAK C EIKI

Falcon  
Sea Hawk

SPECIAL ABIL

Strength

1985 FILMATION POP ANIMATED SERIES

The Impact Ring, worn first by the Falcon and later by the Sea Hawk, dramatically increased the strength of punches thrown by the wearer. It was said to increase an individual's blow a hundredfold.

## INFINITE PYRAMID

1986 BRAZILIAN ESTRELA MOTU MINICOMICS

When touched, the mystical object known as the Infinite Pyramid could instantly trap an individual within its bizarre interior. The Infinite Pyramid's seemingly endless insides were filled with strange monsters and vanishing walls. Skeletor once trapped Orko and then He-Man within the pyramid, but they managed to escape its confines.

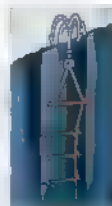


## INSTA-LADDER

PRIMA  
Man-At-Arms

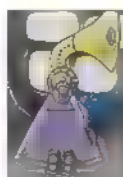
1983 FILMATION MOTU ANIMATED SERIES

Concealable and lightweight, Man-At-Arms' Insta-Ladder could be thrown a great distance and included a grappling hook so that the ladder could hang from high places.



## INTERGALACTIC AUDIO EAR

Evil Mutants



1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Intergalactic Audio Ear was a device created by Crita which allowed the Mutants to eavesdrop on the people of Primus. It was mounted on top of the Mothership and linked to a machine on the bridge that resembled a large gramophone.

## INVISIBILITY CAPSULE

1986 UK MOTU COMIC MAGAZINES

Invisibility Capsules were made from herbs found only in the Forests of Rocks. When bitten, they turned one temporarily invisible.

## INVISIBILITY HELMETS



Skeletor

1983 FILMATION MOTU ANIMATED SERIES

Skeletor's Invisibility Helmets were bulky headgear that, when worn, rendered one invisible.

## INVISIBLE RAY

1986 BRAZILIAN EDITORA ADRIL MOTU COMICS

The Invisible Ray was a device which enabled Skeletor to transfer his essence into the body of another living being. By doing so, Skeletor could fully possess the person or animal into which he transferred his essence. He used the Invisible Ray to take possession of Man-At-Arms. In



this guise, he accused He-Man of disabling the Royal Palace's defenses and demanded that the hero be taken prisoner. The magic of the Sword of Power ultimately forced Skeletor's spirit out of Man-At-Arms' body.

## INVISIBLE SPACE MINES

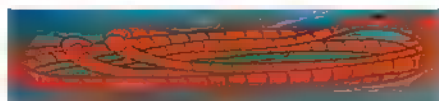
Evil Mutants

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Invisible Space Mines were a Mutant weapon deployed in space as a trap.



## IRONVINE



**SPECIAL ABILITIES**  
Indestructibility

## 1983 FILMATION MOTU ANIMATED SERIES

One of the most unbreakable substances on Eternia, Ironvine was strong enough to withstand repeated blows from the Sword of Power without showing any signs of wear. He-Man used the vine-like substance to close ■ growing fissure.

## JEWEL OF CONFUSION

**SPECIAL ABILITIES**  
Inducing confusion

## 1985 UK WORLD POP ANNUALS

The Jewel of Confusion was a talisman that caused disorder and mental confusion. She-Ra once used the jewel to turn the Horde-Hordak and Shadow Weaver in particular—against each other.

## JEWEL OF FIRE

**SPECIAL ABILITIES**  
Magic  
Accessing the secrets of the universe

## 1986 UK MOTU COMIC MAGAZINES

The Jewel of Fire was a legendary jewel with powers to rival those of Castle Grayskull. In fact, it was a missing piece of Castle Grayskull which was destined to return and resume



its place among the stones. Its location was designated on a map that washed up on the shore in a pot, sending both Heroic and Evil Warriors racing to obtain it.

## JEWEL OF PROTECTION



## 1983 FILMATION MOTU ANIMATED SERIES

The Jewel of Protection was kept in the Shrine of the Gryphon and protected by the people of the village of Chandor for over two hundred years. The spherical jewel was, unbeknownst to the villagers, actually the Gryphon's egg.

## JEWEL OF THE AGES



**PRIMARY OWNERS**  
Skeletor  
He-Man  
Mind control

## 1983 GOLDEN MOTU BOOKS

The Jewel of the Ages allowed the user to control the mind of ■ victim while the victim wore it. Skeletor once used this jewel to take control of Teela's mind and made her believe that he was her real father, turning Teela against Man-At-Arms and He-Man.

## JEWEL OF THE DESERT



## 1983 MOTU MINICOMICS

The Jewel of the Desert was a diamond-like magical gem that granted great powers to the wielder. For instance, it could cause blinding sandstorms. When placed onto the back of a desert scarab, the

mystical jewel caused the scarab to become gigantic and vicious.

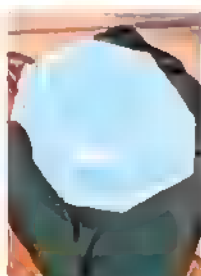
## KAYDEX CRYSTAL

**PRIMARY OWNERS**  
Horde Prime

## 2008 MOTU CLASSICS

The Kaydex Crystal was a magical artifact that held the barriers between the Five Dimensions in place and kept many evil beings trapped in the forsaken Nameless Dimension. During an attempt to steal powers from the evil prisoners, Horde Prime destroyed the crystal, shattering the barrier and unwittingly giving the Unnamed One the means to send agents to the Timeless Dimension. After He-Man became trapped on Trolla, he surmised that Prime's destruction of the crystal had caused the explosions over the skies in Trolla that created a crack in space-time, allowing the Unnamed One's Revenge Squad to attack Trolla and the Temple of Power.

## KERIUM WATER CRYSTAL



**1985 FILMATION MOTU/POP ANIMATED CHRISTMAS SPECIAL**  
The Kerium Water Crystal was a rare artifact located in a pool of water in Etheria's Old Ruins. Man-At-Arms used it to power his Transport Beam.

## KINETIC IMMOBILIZER

**PRIMARY OWNERS**  
Man-At-Arms

**SPECIAL ABILITY**  
Immobilizing anything or anyone



## 2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The Kinetic Immobilizer was designed by Man-At-Arms to freeze anything or anyone in place. An activation code had to be entered into the device before it could be used, and its effects could be nullified with the Counter-Immobilizer Chip.

## KLINGSOR



Sword of Doom

**PRIMARY OWNERS**  
Mages of the Inescapable

**SPECIAL ABILITIES**  
Bestowing powers equal to He-Man's

## 1987 GERMAN EHAPA MOTU COMICS

Klingsor, the Sword of Doom, was created eons ago by the Mages of the Inescapable and was preserved in their sanctuary, the Crystal Shrine, long after they were gone. If one acquired the sword during the few hours that the Fate Moon moved into Koros's shadow, they would be granted the same powers as He-Man. When both Skeletor and Hordak attempted to acquire Klingsor, He-Man destroyed it with the Sword of Power.

## KREXIAN RAY

Krex



**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Krexian Ray was a new energy source developed by Krex and powered by a Visiformer. It generated "Alconatricity." Krex hoped it would mean an end to Primus's dependence on the Trifusium Generator.

## KRITORIUM STEEL



**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Kritorium Steel was one of the strongest and most durable metals in the Tri-Solar Galaxy. The laser cannons of Levitan were made from it.

## KRUGERRANDOR

**1986** MOTU NEWSPAPER STRIPS

The Krugerrandor was a form of currency used in Eternos.

## LANGO COMPUTER



Language translation

**1983** FILMATION MOTU ANIMATED SERIES

Kept at the Royal Palace, the Lango Computer could decipher ancient languages and translate radio broadcasts in foreign languages.

## LANGUAGE SYNTHESIZER

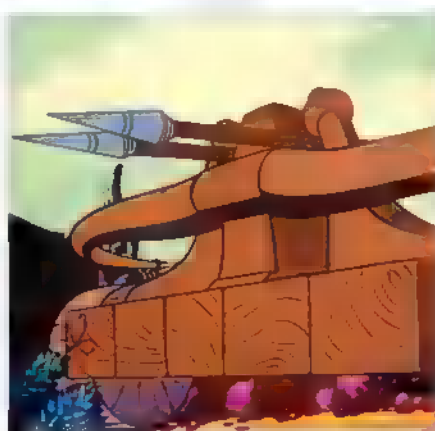
Heroic Warriors

Language translation

**1983** LADYBIRD MOTU BOOKS

The Language Synthesizer was a part of the Radio Telescope connected to Castle Grayskull's super-computer. It translated any language into Eternian Basic.

## LARGE CROSSBOW



**1985** FILMATION POP ANIMATED SERIES

Built by the Rebels, the Large Crossbow was an impressive weapon on wheels. It had the ability to fire two large arrows at its target.

## LASER BUDDLE BLASTER

Evil Horde

Capturing

**1985** FILMATION POP ANIMATED SERIES

The Laser Bubble Blaster was a gun-like weapon used by the Horde. It projected a beam of energy that created an impenetrable bubble around its target.



## LASER CANNON

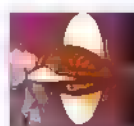
**1983** FILMATION MOTU ANIMATED SERIES

The Laser Cannon was a small metallic weapon with a prominent disk on top.



## LASER DARTS

**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES



Laser Darts were small explosive darts used in recreational activities. Skeletor was fond of passing time by targeting statues of He-Man with the darts.

## LASER GATE

**2008** MOTU CLASSICS

The Laser Gate was a passageway leading between dimensions and planets in the Multiverse. The gate existed in the Eternian Dimension with two main portals, one near Eternia and the other near the Tri-Solar System in addition to off-

shoots leading to the other four dimensions.

The Horde used the Laser Gate to return to Eternia after Shadow Weaver on Etheria in the Dimension of Despondos discovered it. The Eternian side of the gate had been opened by the treacherous Evil-Lyn, seeking to undermine Skeletor in order to claim his power for herself and her son Skeleteen, who was fathered by Keldor. After Hordak used the Laser Gate to bring his army on Etheria to Eternia, She-Ra and many of the Etherian Rebels who had opposed the Horde chose to follow them and join forces with the heroic Renegade Masters of the Universe.

After the Second Ultimate Battleground on Eternia, Skeletor used the Laser Gate to flee Eternia with his new powers, intent on conquering the Horde Empire. After he had gone, two of the Galactic Protectors from the Tri-Solar System used the Laser Gate to arrive on Eternia in search of He-Man and She-Ra to help them against the oppression of the Horde Empire.

**TRIVIA:** Although it was not specifically identified, the Laser Gate that allowed the Horde and the Etherian Rebels to reach Eternia may also have been the means by which the kings Randor and his father Miro returned from Despondos as well.

## LASER LASSO

Man-At-Arms  
Teela



**1983** FILMATION MOTU ANIMATED SERIES

The Laser Lasso was a box-shaped device that could fit in the palm of the hand and shot out a rope which could bind an opponent. The rope was made of an incredibly strong substance, and turning a knob on top of the device increased the rope's strength. The Laser Lasso was invented by Man-At-Arms and perfected by Teela.

## LASER MIRROR

Man-At-Arms  
Man-E-Faces

Laser reflection

**1984** GERMAN MOTU AUDIO PLAYS

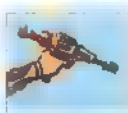
Built by Man-At-Arms and Man-E-Faces, the Laser Mirror was a complicated-looking device which reflected lasers back at the attacker. When Skeletor shot at the heroes with a blaster, the Laser Mirror reflected the laser rays, damaging Snake Mountain.

## LASER PISTOLS

Projecting laser blasts

**1983** GOLDEN MOTU BOOKS

Laser Pistols were common side arms which projected intense laser beams capable of causing a great deal of damage. They used a variety of energy sources, but most relied on small energy cells.



## LASER WEB



**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Laser Web was a Priman device used to entrap objects in a powerful energy field which could then detonate around it.

## LAVA OF AGE



**1986** UK POP COMIC MAGAZINES

The Lava of Age was a special lava, obtained from the Cave of Fire, which the young Rock Creatures of Etheria were required to eat in order to become adults. She-Ra helped a young Rock Creature called Roc summon up his inner bravery and enter the Cave of Fire to receive his lump of the Lava of Age and become an adult.

## LEGACY STONES

Providing magical armor and enhanced strength

**2002** MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The Legacy Stones were a pair of ancient green magical artifacts guarded by Sy-Klone on the island of Anwat Gar. They provided the holder with powerful armor reminiscent of a samurai's and enhanced strength. Skeletor obtained one and activated his powers with the incantation "Mighty stone, legend old, power unto me unfold!" However, He-Man obtained one as well, and this resulted in a huge battle that reached the skies and underground lava. The power could be deactivated by removing the helmet. In the end He-Man destroyed the stones, preventing them from ever falling into evil hands.



## LEVITATOR BEAM

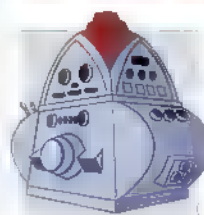


Levitation

**1983** FILMATION MOTU ANIMATED SERIES

The Levitator Beam was a device, operated with both hands, that projected a beam of energy from its barrel. The beam caused any object it hit to levitate, making the object very easy to move.

## LIFE BRINGER



**1983** FILMATION MOTU ANIMATED SERIES

The Life Bringer was an ancient device located in a hollowed-out ridge in Stone City. When activated in conjunction with the proper position of the moon, it projected an all-encompassing beam of light which restored the stone statues of Stone City into living beings.

## LIFE SCANNER

He-Man

Detecting living things

**1983** FILMATION MOTU ANIMATED SERIES

The Life Scanner was an extremely small device that could detect living things within a certain range, even through stone. He-Man hid the device inside his harness.



## LIFE SUPPORT MACHINE



Corax  
Freon Mutants

**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Life Support Machine was a device owned by Corax and the Freon Mutants. When Master Sebrian and Mara crash-landed in Freon, Corax used the machine to keep them alive.



## LIFE SUPPORT POD



Suspended animation

**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Life Support Pod kept Dukan alive in suspended animation for many years.

## LIFE-FORM DETECTOR



Evil Mutants

**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Life-Form Detector was a Mutant device. Hoove used the detector to pick up readings beneath the surface of the planet Rintor, which led the Mutants to Royka and Molden's underground zoo.

## LIGHT AMULET



The Light

Arkia

Control over Arkia  
Control over the Indomitable Dragon

**1984** GERMAN MOTU AUDIO PLAYS

The Light Amulet (referred to as simply "the Light") was a magical artifact that shone as bright as the sun and, though it originally belonged to Arkia, was used by Mer-Man to control her and the Indomitable Dragon.

## LIGHT LASSO

Dukan



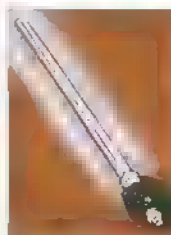
**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Light Lasso was a weapon favored by Dukan which functioned like a traditional lasso but was made of light.

## LIGHTSABER

**1983** FILMATION MOTU ANIMATED SERIES

Wielded by Man-At-Arms, the Lightsaber was a sword made up of solid light. The base of the sword bore a solid hilt, with a button that activated the Lightsaber.



## LIMBO BOMB



Skeletor

**1986** UK MOTU COMIC MAGAZINES

The Limbo Bomb, used by Skeletor, was made of rare minerals and took years to construct. When detonated within a dimensional portal, any in the portal would be transported to the dimension of Limbo—a lifeless space vortex. Skeletor affixed the Limbo Bomb to He-Man's body during a battle, then tricked him into entering a time portal, stranding him in Limbo.

## LIVING IMAGES

Sorceress

Showing events

**1984** GERMAN MOTU AUDIO PLAYS

The Sorceress wanted to show something to He-Man and Teela inside of Castle Grayskull, she often used the Living Images. Through these, she was able to watch events that happened in other places or even in other dimensions.

## LOCATOR BEACON



Skeletor

**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

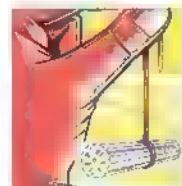
The Locator Beacon was a handheld signaling device used by Skeletor to summon the Mutant Mothership.

## LODESTONE

Pointing the way to Crystal Mountain

**1983** LADYBIRD MOTU BOOKS

The Lodestone was a glowing crystal on a golden thread which, due to its natural magnetism, always pointed the way to Crystal Mountain and the secret chamber of the Snow Dwarfs. When Queen Marlena became afflicted by the Curse of Crystal Mountain, He-Man used the Lodestone to locate the Secret Chamber of the Snow Dwarf Elders.



## LODESTONE OF THE ANCIENTS



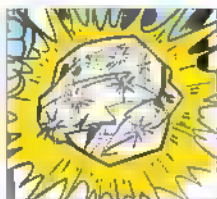
1986 UK MOTU COMIC MAGAZINES  
Magnetizing metal objects

## 1986 UK MOTU COMIC MAGAZINES

The Lodestone of the Ancients could turn any metal it touched into a powerful magnet for a short while. The lodestone was kept in a secret compartment beneath the Sorceress's throne.

## LODESTONE OF THE IRON FOREST

Dwarfs of the Iron Forest



## 1984 UK WORLD MOTU ANNUALS

The Lodestone of the Iron Forest was an ancient talisman guarded by the Dwarfs of the Iron Forest. It greatly enhanced the

power of one who possessed it. Skeletor and Evil-Lyn once attempted to steal the lodestone from the dwarfs.

## LOST STONE OF KILTOR

Drawing power from sunlight to unleash the Sun Demon

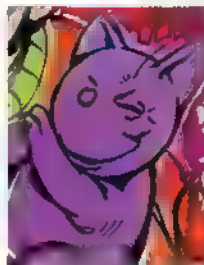
## 1986 UK MOTU COMIC MAGAZINES

The Lost Stone of Kiltor was a powerful magical stone cursed by the power of the Sun Demon. An ancient stone of legend, the stone was located by He-Man and the archaeologist P'Marsh at the foot of a statue in an ancient city. When they recovered the stone, it absorbed the sun's rays and unleashed the Sun Demon. When He-Man realized the sun was the source of the stone's powers, he cast the stone into a hole beneath the ground, and the Sun Demon faded away.



## LUCKY DRAGON CHARMS

RIMART  
Cavenor  
Deen



## 1986 UK MOTU COMIC MAGAZINES

The Lucky Dragon Charms were sold by the swindlers Cavenor and Deen. They were supposed to bring good fortune if worn on the left shoulder. Deen did not believe they worked, and

Cavenor didn't care as long as they made money. However, a wink at the reader from the Lucky Dragon Charm itself implied that the charms did in fact function as advertised.

## MACHINE OF HORROR

THE MACHINE  
Machine of Power

Lost Mages  
Skeletor

## 1984 GERMAN MOTU AUDIO PLAYS

As their legacy, the Lost Mages left a magical tablet with instructions on how to build the Machine of Horror. Skeletor built the machine from the mages' instructions, though he did not know that they had been modified by Beast Man years before. Dubbed "the Machine of Power" by Skeletor, it caused huge mirrors in space to redirect sunlight to Eternia's polar icecaps, thus causing the icecaps to melt and flood the lands of Eternia. The Machine of Horror was set up by Skeletor in Death Canyon, resulting in Mer-Man being the only one who could deactivate it. The machine was ultimately shut down by He-Man.

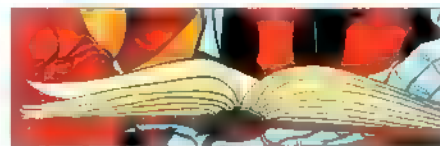
## MADAME HERDISTA'S BOOK OF POTIONS

## 1986 UK POP COMIC MAGAZINES

The Book of Potions used to belong to Madame Razz's teacher's teacher, Madame Herdista. The book was full of recipes for magic potions that could be made from herbs and wildflowers, and it could be very dangerous in the wrong hands.



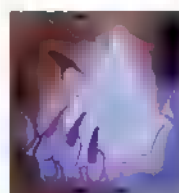
## MADAME RAZZ'S BOOK OF SPELLS



## 1984 UK WORLD MOTU ANNUALS

Madame Razz's Book of Spells was a thousand-year-old journal containing many of her magic spells. The likelihood of her casting spells successfully depended upon her proper use of the book.

## MAGIC CRYSTAL



## 1985 FILMATION POP ANIMATED SERIES

Skeletor's Magic Crystal was an incredibly powerful artifact that could be used only once to create a portal directly into Prince Adam's bedroom.

Skeletor planned to use it to capture Adam; however, a lost Loo-Kee sped through the portal first, ruining Skeletor's plot.

## MAGIC LAMPS



Orko

Unleashing genies

## 1986 UK MOTU COMIC MAGAZINES

Two Magic Lamps were given to Orko by his friend Auburnia, the sorceress from Amazonia. Orko found the lamps while cleaning out his store cupboard, which was full of old magic artifacts. The first Magic Lamp contained an evil genie who liked to cause destruction and willfully accepted Skeletor as his master. The second lamp contained a good genie, the brother of the evil genie. When the evil genie caused havoc in Eternia with Skeletor and attacked the Royal City with him, Orko unleashed the good genie and made He-Man his master. The good genie sorted out his wayward brother, and the two genies returned to the lamps.

## MAGIC LOCKET

## PRIMARY OWNERS

Adora  
Sea Hawk



## 1985 FILMATION POP ANIMATED SERIES

Adora and Sea Hawk each possessed a part of the Magic Locket. When one was in trouble, the other's piece of the locket would glow,

alerting them that aid was needed.

## MAGIC MEDALLION

## 1983 FILMATION MOTU ANIMATED SERIES

Orko's Magic Medallion was a large artifact that could enable the user, specifically a spell caster, to do anything. Though in his possession upon his arrival on Eternia, the medallion was lost in the Eternian Tar Swamp. Its most impressive feat was undoing an entire day's worth of events, which included removing Skeletor and his warriors from the Royal Palace and returning itself to the Tar Swamp, from which it had been briefly recovered.



## MAGIC MIRROR



Madame Razz

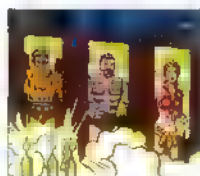
## 1985 FILMATION POP ANIMATED SERIES

Madame Razz's Magic Mirror aided the Great Rebellion from time to time. It had a sharp tongue but a good heart.

## MAGIC MIRRORS

## 1983 GOLDEN MOTU BOOKS

The Magic Mirrors were ancient artifacts guarded by Motta in his home in Enchanted Mountain.



Skeletor planned to use the mirrors to defeat He-Man and the Heroic Warriors and forced Motta to show him images of the Heroic Warriors in the mirrors, but Motta revealed the

heroes would defeat him. Skeletor used the image of Fisto in the mirror to trade bodies with him. As Fisto, Skeletor caused a series of strange

"accidents" during their ascent up the mountain. When He-Man learned what Skeletor had done, Fisto and Skeletor switched back into their own bodies. To prevent this from happening again, He-Man destroyed the mirrors.

## MAGIC NET

## PRIMARY OWNERS

She-Ra

Capturing



## 1985 POP MINICOMICS

Made of a material as tough as rubber, the Magic Net was given to She-Ra by the Seer as a form of protection. Even Catra's Catbirds could not escape it.

## MAGIC PAINTS

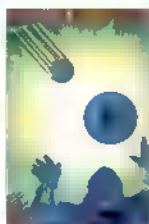


Shadow Weaver

Entrapment

## 1985 FILMATION POP ANIMATED SERIES

Shadow Weaver's Magic Paints caused a painter's subject to grow tired and vanish from existence shortly after being painted. The victim then became trapped within their own portrait, even if the painter was unaware of the arcane magic cast upon their subject.



Skeletor

## 1984 GERMAN INTERPART-CONDOR MOTU COMICS

Skeletor's Magic Table was a large round table which allowed him to spy on his enemies and control the course of Antiworld. During a confrontation with Zodac, Trap Jaw crashed through the table, damaging it beyond repair.

## MAGIC PYRAMID

## PRIMARY OWNERS

Orko

Traveling between Eternia and Trolla



## 1983 FILMATION MOTU ANIMATED SERIES

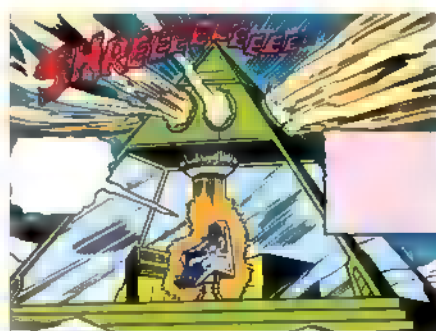
Orko's Trollan-sized Magic Pyramid was initially used to entertain his friends. Each

side of the pyramid could open, conjuring various items. In short order, the pyramid began primarily serving as a means of travel between Eternia and Trolla, and its three sides made it possible for a trio of Trollans to travel together.

## 1986 MARVEL STAR MOTU COMICS

In the Marvel Star comics, Orko's Magic Pyramid was additionally used to relay messages between Eternia and Trolla.

## MAGIC STEALER



## SPECIAL ABILITIES

Absorbing and channeling magic

## 1982 MOTU MINICOMICS

The Magic Stealer was a green pyramid-shaped device with glass windows, a control panel, and a chair in its center. The Magic Stealer could absorb all the magic from Eternia and channel it directly into its seated occupant.

## MAGIC TABLE

## SPECIAL ABILITIES

Viewing and influencing events



## MAGICAL AMULET OF FLIGHT



He-Man  
Sorceress

Granting the holder the  
power of flight

**1984 GERMAN INTERPART-  
CONDOR MOTU COMICS**

The Magical Amulet of Flight was given to He-Man by the Sorceress and gave him the ability to fly.

## MAGICAL HARNESS



Skeletor  
Evil-Lyn  
Demons of Evil

Disguising a person as  
He-Man

**1987 GERMAN EHAPA MOTU COMICS**

Through her magic, Evil-Lyn created a harness that looked identical to He-Man's. By pushing a special place on its chest emblem, Skeletor was able to take on the form of He-Man. Pretending to be Eternia's champion, he was able to infiltrate the Royal Palace before the harness was destroyed by the real He-Man.

## MAGISTAR

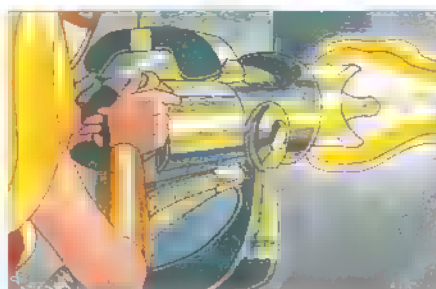
Catra  
Volcano Magus

Spying

**1986 GERMAN POP AUDIO PLAYS**

The Magistar was a magical artifact given to Catra by the Volcano Magus. It was connected with a false jewel given to Angella. Catra watched, through the Magistar, as Angella replaced the stone in She-Ra's sword with the false one.

## MAGNA-BEAM



Evil Horde

Power absorption

**1985 GOLDEN POP BOOKS**

The Magna-Beam was a mounted laser gun which, when fired, drained its target's powers.

## MAGNA-BEAM CHARGER

Evil Horde

Draining power from prisoners for the  
Magna-Beam Transporter



**1985 FILMATION POP  
ANIMATED SERIES**

Located in the Plunder Room at the Fright Zone, the Magna-Beam Charger was an inescapable glass cell which used a beam to drain willpower from captives and convert it to energy, powering the Magna-Beam Transporter.

## MAGNA-BEAM TRANSPORTER



Evil Horde

Teleportation to the Valley of the Lost

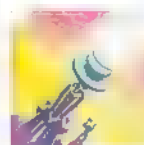
**1985 FILMATION POP ANIMATED SERIES**

Powered by the willpower of captives and slaves, the Magna-Beam Transporter was mounted atop the Fright Zone and, when fired, transported an object or location to the Valley of the Lost.

## MAGNETIC BEAM PROJECTOR

Skeletor

Magnetism



**1983 LADYBIRD  
MOTU BOOKS**

The Magnetic Beam Projector was invented by Skeletor and erected at the highest point on Snake Mountain. Skeletor

intended to use it to wrestle the Asteroid of Doom away from Hordak and draw it toward Eternia.

## MAGNETIC GENERATOR

Skeletor

Magnetism



**1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES**

The Magnetic Generator was a device Skeletor attached to the hull of the Gaolotia. It acted like a magnet, pulling Xenon's Comet toward the station.

## MAGNETO BOOMERANG

Prince Jeremy

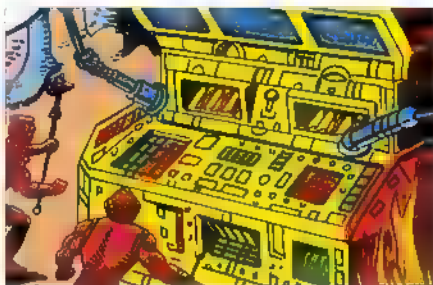
MAGNETISM

Magnetism

1983 FILMATION MOTU  
ANIMATED SERIES

The Magneto Boomerang was similar to a traditional boomerang, but it emanated a strong magnetic force. This allowed a skilled user, such as Prince Jeremy, to pick up metallic objects by throwing it.

## MAGOR



Elders of Eternia

Inducing hostility

1987 GERMAN EHAPA MOTU COMICS

The Magor was a machine made by the Elders of Eternia. Thousands of years in the past, they used it to take the "evil sting" out of people and then hid the device under Snake Mountain. Skeletor used it to make the Heroic Defenders become hostile, turning against one another and amassing armies to fight for the throne. Eventually, He-Man destroyed the Magor.

## MAP OF LIGHTS

Dragoness

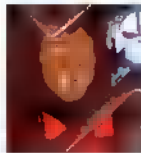


1985 POP MINICOMICS

The Map of Lights was etched with mysterious symbols and guarded by the surly Dragoness. It was apparently the only means by which to find one's way through and out of the Dark Forest on Etheria.

## MARELLIAN SKRAK

Strongest metal in the galaxy

1985 FILMATION POP  
ANIMATED SERIES

Marellian Skrak was the strongest metal in the galaxy and used by the Horde to forge the bars of prison cells.

## MARZO'S TREASURE

2008 MOTU CLASSICS

Marzo's Treasure was a chest of riches buried in Subtarnia, very close to the gateway of the Spelean kingdom. The treasure was accessible on the Light Hemisphere of Eternia near both Zadak's mountain and the Plains of Perpetua.

## MASKS OF POWER

Demos  
Tyrella

Transforming the wearer into Demos or Tyrella

1983 FILMATION  
MOTU ANIMATED SERIES

Located within the City of the Ancients, the golden Masks of Power possessed great magic, with one mask bearing the likeness of Demos, and the other Tyrella. By putting on a mask, an individual would be transformed into either Demos or Tyrella, depending on which mask was used.



## MASKS OF POWER (II)

Transformation of the wearer  
Strengthening of the wearer  
Sorcery

1983 MOTU MINICOMICS

Found hanging on a wall deep in ancient Eternian ruins, the Masks of Power were fashioned to resemble a magenta wolf's head and a green lizard's head. When worn, the Masks of Power imbued the wearers with tremendous strength which could be



used for good or evil. Those who wore the masks underwent a physical transformation, growing in size and body mass, with their faces taking on the exact features of the masks themselves. The magic of the masks also endowed their wearers with supernatural abilities, such as the power to create magical cages.

## MASTER COMPUTER

PEOPLE OF PRIMUS

People of Primus

1990 NEW ADVENTURES OF HE-MAN  
ANIMATED SERIES

The Master Computer was a huge supercomputer installed on Primus to make life easier for the people. It controlled all computer systems and machines across the planet.

## MASTER CONTROL ROBOT

1990 NEW ADVENTURES OF HE-MAN  
ANIMATED SERIES

The Master Control Robot was a machine which controlled all of the Protectons on the planet Makkina.



## MATTER DISTORTION DEVICE



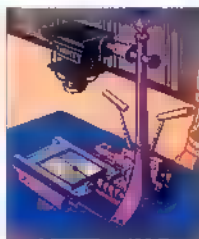
Collector

Teleportation

1986 UK MOTU  
COMIC MAGAZINES

The Matter Distortion Device allowed the Collector to kidnap heroes from the worlds he visited by teleporting them aboard his ship.

## MATURATOR



Man-At-Arms

Duplication

**1983** FILMATION MOTU ANIMATED SERIES

Man-At-Arms' Maturator was a tabletop device which duplicated some kinds of items, particularly seeds and fruits, in an attempt to create an inexhaustible food supply for Eternia.

## MECHACATS

**1983** FILMATION MOTU ANIMATED SERIES

Created by the evil wizard Zalt with the use of Orko's magical abilities, the Mechacats were robotic lions that were not only the same size as Battle Cat but also emitted the same roaring noises. Although terrifying in appearance, they were not built of strong materials.



Although terrifying in appearance, they were not built of strong materials.

## MECHANICAL BIRDS

**1983** FILMATION MOTU ANIMATED SERIES

Designed by Man-At-Arms, this trio of metal birds was never put to use. However, one of them did display the ability to break the fourth wall when it winked at the audience.



## MECHANICAL CAT

Catra

Dark magic

**1983** LADYBIRD MOTU BOOKS

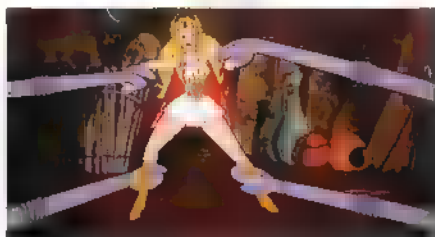
The Mechanical Cat was made out of a strange green metal. The eyes of the metal cat were black, dull, and lifeless. Catra sent this bizarre gift resembling a mechanical toy to Madame Razz at her surprise birthday party. When Catra arrived at the party, everyone soon learned about the mystery of the Mechanical Cat. It was in fact a trap that cursed the Great Hall of Bright Moon, enclosing it in darkness. The spell was broken by the bright light from the candles from the birthday cake made by the Twiggies. The Mechanical Cat was accidentally destroyed by a startled Clawdeen.



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## MECHANICAL CAT TAILS

**1985** FILMATION POP ANIMATED SERIES

In Catra's base of operations the Mechanical Cat Tails, designed by Entrapta, were positioned beneath the ground. When activated they would spring to life, bursting through the ground and capturing their prey.

## MECHANO-RAY



Skeletor

Transforming living beings into machines

**1983** GOLDEN MOTU BOOKS

Skeletor's Mechano-Ray could transform any living being into a machine. It was responsible for the creation of both Spydor and Sy-Klone.

## MEDI-SUIT

People of Primus

Medical treatment

**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Medi-Suit was a Priman device used to aid in treating injuries. It was powered by energy crystals.

## MEGACORE

Dragoon

Absorbing magic from Trollans

**1983** FILMATION MOTU ANIMATED SERIES

The Megacore was a large machine located within Dragoon's fortress that cruelly drained the magical abilities of the Trollan race via a helmet. Their magic was converted into energy, which Dragoon intended to send to Skeletor.



## MEGALASER

Heroic Warriors  
Man-At-Arms

Projecting laser blasts

**1983** MOTU MINICOMICS

The Megalaser was a laser shoulder cannon wielded by the Heroic Warriors. It was carried on one's back and lifted up over the head and onto the shoulder

when needed. It produced mighty laser blasts and included a battle scope.

**1986** UK MOTU COMIC MAGAZINES

In the UK comics, Man-At-Arms developed the Megalaser as a response to Hordak's Mantisaur.





## MELECTRON ANALYZER

**PRIMARY OWNER**  
Man-At-Arms



**1983 FILMATION MOTU ANIMATED SERIES**  
Man-At-Arms' Melectron Analyzer was a complicated device with wires, lights, and a control panel. It was accidentally destroyed during Orko's game of catch with Podi.

## MEMORY PROJECTOR



**PRIMARY OWNERS**  
Man-At-Arms

**SPECIAL ABILITIES**  
Projection of memories onto a view screen

**1983 FILMATION MOTU ANIMATED SERIES**  
Man-At-Arms' Memory Projector could display memories on a view screen via a headset. It only worked with memories still stored in one's brain.

## MEMORY STONE

**PRIMARY OWNERS**  
Skeletor

**SPECIAL ABILITIES**  
Mind draining



**1983 LADYBIRD MOTU BOOKS**  
The Memory Stone, found by the Skelcons in an underground cavern, drained one's mind. Skeletor used the small gray stone to drain Man-At-Arms' mind, preventing the invention or repair of

the Heroic Warriors' weaponry and vehicles. He-Man eventually destroyed the Memory Stone with his Power Blade.

## MENTA-BEAM

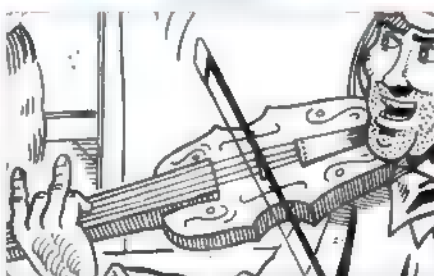


**PRIMARY OWNERS**  
Skeletor

**SPECIAL ABILITIES**  
Forcing target to answer questions truthfully

**1986 UK MOTU COMIC MAGAZINES**  
Skeletor's Menta-Beam forced subjects to answer his questions truthfully. He used it on the alien criminal Barton to find out about the most valuable item on his ship.

## MESMONIC FIDDLE



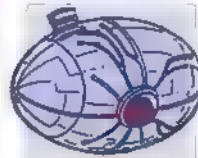
**PRIMARY OWNERS**  
Tom-Sun

**SPECIAL ABILITIES**  
Hypnosis  
Mind control

**1986 UK MOTU COMIC MAGAZINES**  
The Mesmonic Fiddle was the musical instrument played by Tom-Sun, the master beggar, artist, and fiddler of the village of Sven-Town, in the North Fields of Hordak's Fright Zone. The Mesmonic Fiddle hypnotized listeners and allowed Tom-Sun to manipulate their minds. Tom-Sun generally used its ability to con people out of money, but his skill with the Mesmonic Fiddle came in handy for the council of Sven-Town when they were unable to pay their taxes to the Horde. When Grizzlor, Hordak's tax collector, came to collect the tax, Tom-Sun was hired to play him a tune on the Mesmonic Fiddle. The song put Grizzlor in a trance and caused him to walk away from the village empty handed while dreaming of being king of Eternia and having Hordak, Skeletor, and He-Man all bow before him.

## MESOTRONIC BOMB

**SPECIAL ABILITIES**  
Powerful explosive



**1983 FILMATION MOTU ANIMATED SERIES**  
The Mesotronic Bomb was one of the most powerful explosives ever created on Eternia. The force of its explosion was so great that even He-Man could not outrun the debris thrown by the blast.

## MESSAGE BALLS

**PRIMARY OWNERS**  
Galactic Council

**SPECIAL ABILITIES**  
Holographic communication

**1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES**  
Message Balls were devices used by the Galactic Council to send holographic messages across the galaxy.

## MESSAGE CUBES

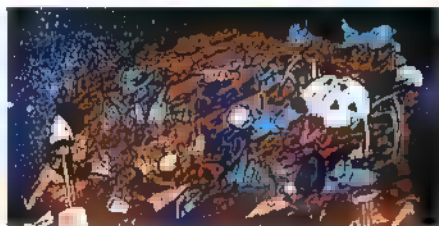


**PRIMARY OWNERS**  
Evil Horde

**SPECIAL ABILITIES**  
Storage and playback of video messages

**1985 FILMATION POP ANIMATED SERIES**  
Message Cubes were a form of Horde technology which could store video messages and reproduce them for the recipient. The Horde often sent messages to the Great Rebellion using Message Cubes.

## METEOR



## 1983 FILMATION MOTU ANIMATED SERIES

This meteor that threatened the planet Earth was actually composed of all the satellites and rockets sent into outer space by the scientists whose job it was to explore space. The meteor was incredibly large and moved through space at a threatening pace.

## MICRO COM

Evil Mutants

Tracking

## 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Micro Com was a Mutant tracking device which functioned as both a homing beacon and a surveillance device.



## MIND LENS



## 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Mind Lens was an ancient Denebrian artifact which granted its user the

power to control minds. Inscribed on its side were the words "He who misuses the Mind Lens will shatter a dream."

## MIND STONE

Projecta-Stone

Skeletor  
Evoks

Mind projection into the body of another person or a machine



## 1986 UK MOTU COMIC MAGAZINES

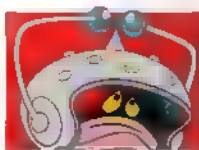
The Mind Stone was a powerful meteor that fell to Eternia near the Evoks' village. They retrieved it and carved it into a statue. Skeletor stole the statue and discovered it allowed him to project his

mind into the body of another person or a machine. He first used it to possess Battle Cat and, later, to control the Heroic Warriors' vehicles, until it was crushed beneath a falling Wind Raider after Skeletor dropped it.

## MIND SWEEPER

Evil Horde

Reading and displaying thoughts



a monitor, causing the victim severe discomfort in the process.

## 1985 FILMATION POP ANIMATED SERIES

A Horde device, the Mind Sweeper could read thoughts and display them as images on

## MIND-CONTROL NECKLACE



Skeletor

Mind control

## 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Mind-Control Necklace was a magical device created by Skeletor to take control of Werban.

## MIND-CRYSTAL

Heroic Warriors

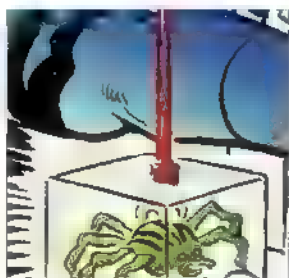
Projecting thoughts

## 1986 UK MOTU COMIC MAGAZINES

The Mind-Crystal allowed the holder to project their thoughts into the mind of any person of their choice. Man-At-Arms sent He-Man to the Dream-Caves to obtain a sample of the Mind-Crystal for him to experiment with. He intended to use it to develop a method of instant communication between the Heroic Warriors. The Mind-Crystal could also be used to project thoughts into other creatures besides humans, such as spiders.



## MIND-BEAM



Hordak

## 1986 UK MOTU COMIC MAGAZINES

The Mind-Beam was a failed invention of Hordak's designed to increase the intelligence of animals. The experiment eventually yielded fruit when Skeletor blasted a spider test subject with his Havoc Staff, blending science and sorcery to produce a giant-sized and hyperintelligent spider bent on conquering Eternia.

## MINIATURIZATION FORMULA

Evil Horde

## 1985 FILMATION POP ANIMATED SERIES

Created by Professor Tempus, the Miniaturization Formula enabled the Horde to shrink their foes by bathing them in a magical blue mist. A Growing Serum was created to counteract the effects of the Miniaturization Formula.

## MIRROR OF GRAYSKULL



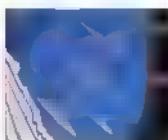
**1986** BRAZILIAN  
EDITORIA ABRIL  
MOTU COMICS

The Mirror of Grayskull was an ornate mystical mirror located within Castle Grayskull. ■

could be used for scrying but could also be physically entered by magical beings.

## MIRROR OF MORAVAD

Duplication

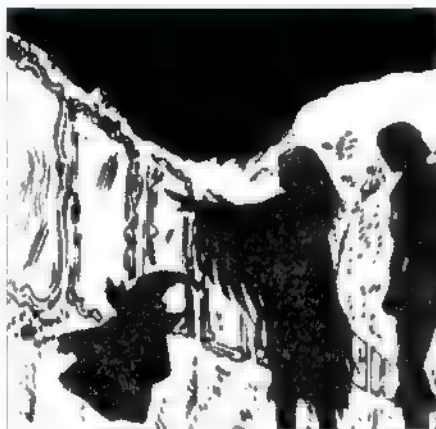


**1983** FILMATION MOTU  
ANIMATED SERIES

Located deep within a cavern at Snake Mountain, the Mirror of Moravad could physically duplicate any-

one it reflected, but the duplicate would possess the opposite personality from the original. Thus, the heroic would be evil and the evil heroic.

## MIRRORS OF HISTORY



Sorceress  
Guardians of Grayskull

Wisdom of every guardian of Grayskull

**1986** MOTU NEWSPAPER STRIPS

Located deep within Castle Grayskull, the Mirrors of History were among Eternia's greatest treasures. They held the cumulative wisdom of every guardian of Grayskull and, when posed with a question, responded with moving images from Eternia's past and potential future.

## MIST OF VISION



Skeletor

Viewing any planet in the universe

**1986** UK MOTU COMIC MAGAZINES

The Mist of Vision allowed Skeletor to spy on any planet in the universe. He used it to scout for potential warriors who might be able to help him defeat He-Man.

## MISTS OF SIGHT



Sorceress

**1983** MOTU MINICOMICS

The Mists of Sight served the Sorceress as a magical window through which she could view the world.

## MOON ENGINE

Evil Mutants

Moving ■ moon



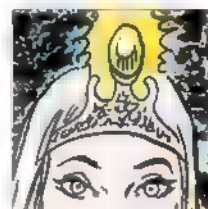
**1990** NEW ADVENTURES OF HE-MAN  
ANIMATED SERIES

The brain-amplified Mutants invented the Moon Engine to turn Nordor into a mobile moon and pilot it toward Primus.

## MOON JEWEL

Princess Luna

Inducing love



**1986** UK POP  
COMIC MAGAZINES

The Moon Jewel was kept by Princess Luna on the Etherian moon of Elidor. Any who saw the jewel would love the person holding it.

## MOON MIRROR

Catillus

Bridging dimensions

**1985** FILMATION POP  
ANIMATED SERIES

The wizard Catillus's Moon Mirror could bridge dimensions when used in conjunction with a spell caster's magic and the proper alignment of the moons. However, if the moons were not aligned, the mirror could cause great destruction.



## MOONSTONE

Queen Angella  
Glimmer

Protecting Bright Moon



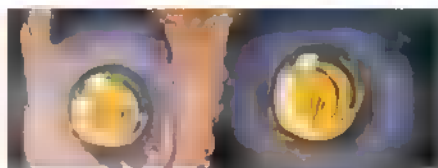
**1985** FILMATION POP  
ANIMATED SERIES

Located in the Moonstone Chamber of Castle Bright Moon, the Moonstone was a gift given to Queen Angella's family years ago. While the stone was

in the Moonstone Chamber, Castle Bright Moon would not fall to an evil force. If the Moonstone was ever removed from the chamber, it could only be restored through a bond across generations, like the bond created by Queen Angella and her daughter Glimmer when they combined their powers.



## MOORFIRE STONES



Fantus Tribe

Powerful sorcery

## 1983 FILMATION MOTU ANIMATED SERIES

The Moorfire Stones were the eyes of a tribal statue belonging to the Fantus Tribe. They were powerful artifacts which only the chief's daughter could handle. Rago stole them to power Zegone, his war machine.

## MORGOG

Sorceress

## 2012 DC MOTU COMICS

The Morgog was a giant skull which was a vestige of the formation of Eternia. It was recovered from Skeletor by the Sorceress and placed in the top chamber of Castle Grayskull. She sought to rechannel the mystic energy of this powerful focal point, to be used only for good.



IMAGE COURTESY OF DC COMICS

Sadly, when Orko corrupted her spells, they failed, and the magic became unstable, causing weird transformations to everyone near it. In the end, Orko destroyed the giant skull with his temporary new powers.

## MOROBOT

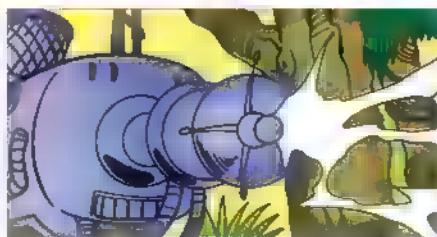
Projecting a destructive beam

## 1983 FILMATION MOTU ANIMATED SERIES

One of many guardians of the kingdom of Moragore, the MoRobot could emit a destructive beam from its eye and had an electrically charged claw.



## MULTIDIMENSIONAL CORPOREAL PROJECTOR



## 1983 ITALIAN PIÙ COMIC MAGAZINES

The Multidimensional Corporeal Projector was a device used by Skeletor to duplicate and project solid images of living beings which could then be sent to attack enemies. Skeletor used the device to create an army of mindless Buzz-Off duplicates which he then used to attack He-Man and Battle Cat.

## MUSIC BOX

Orko

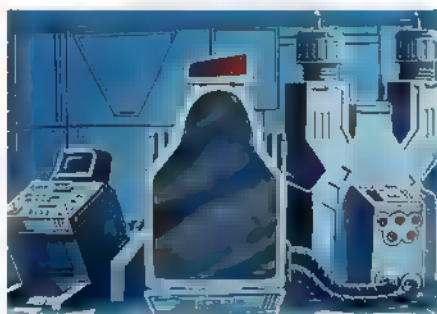


## 1983 FILMATION

MOTU ANIMATED SERIES Orko built the Music Box out of random parts in Man-At-Arms' workshop.

Though the box played music, it was also a ticking time bomb.

## MUTATOR



Scientists of Primus

Mutation

## 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Mutator was a device created by the Scientists of Primus which could change any human into a Mutant.

## MYSTIC CAGE



Skeletor

Imprisonment

## 1983 GOLDEN MOTU BOOKS

In another dimension, the Mystic Cage hung beside the Cosmic Clock. It was powerful enough to hold the Sorceress captive.

## MYSTIC CAGE OF BONE

Skeletor

Imprisonment



## 1985 FILMATION POP ANIMATED SERIES

Skeletor's Mystic Cage of Bone was circular and made of bone. Though it appeared somewhat flimsy, it was infused with his own evil magic and impossible to escape.

## MYSTIC CRYSTAL

Skeletor

Turning those who touch it to stone

## 1986 UK MOTU COMIC MAGAZINES

The Mystic Crystal turned those who touched it to stone. The only cure was found somewhere in the underwater city of Merlantis.

### MYSTIC GLOBES OF RAMASTAMA



Orko

**1983** FILMATION MOTU ANIMATED SERIES

The Mystic Globes of RamaStama were four artifacts in Orko's possession which, in conjunction with his own magic, could be transformed into gifts for recipients of his choosing. Each globe had a unique illustration on it.

### MYSTIC WALL GENERATOR STAFF

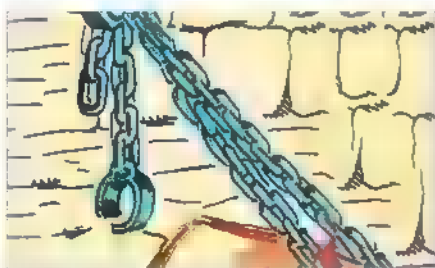
Man-At-Arms



**2002** MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

Developed by Man-At-Arms, the Mystic Wall Generator Staff was powered by magical energy from the Sorceress and generated the Mystic Wall.

### MYSTICAL CHAINS



Skeletor

Inducing loyalty in savage animals

**1986** UK MOTU COMIC MAGAZINES

Skeletor's Mystical Chains would cause a savage animal captured with them to become utterly loyal to him.

### NECROTIA



**2002** MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

Necrotia was a purple liquid which, when added to one of Tri-Klops's inventions, caused an explosion that accidentally transformed Odiphus into Stinkor.

### NEGA-MIND TRANSMITTER



Two Bad  
Skeletor

Mind swapping

**1986** UK MOTU COMIC MAGAZINES

The Nega-Mind Transmitter was a ring invented by Two Bad for Skeletor. It allowed the wearer to mentally switch bodies with any person they chose. Skeletor used it to take over He-Man's body, leaving He-Man stranded in Skeletor's body until he realized that the ring he was now wearing was the source of the mental transfer, allowing him to swap back.

### NEGA-TANK

Hordak



**1986** UK MOTU COMIC MAGAZINES

The Nega-Tank was a machine Hordak was working on building when Horde Prime instructed him to travel to the planet Jungulia to recruit Grizzlor.

### NEURO-TRANSDUCER



Man-At-Arms

Reading thoughts

**1983** LADYBIRD MOTU BOOKS

Man-At-Arms' Neuro-Transducer invention attached to the head of a living organism, synthesizing and releasing hormones that served as a link between the nervous system and the pituitary gland. It granted the user the ability to read the thoughts of people or animals affected by the device.

### NODROXYN

Explosive

**1983** FILMATION MOTU ANIMATED SERIES

The orange-colored Nodroxyn was the most powerful liquid explosive on Eternia. It was used to break open Darkdream's chamber and return one of Eternia's moons to its proper orbit.



### NOISE MACHINE

Hordak

Producing loud noises



**1986** UK MOTU COMIC MAGAZINES

Hordak's Noise Machine could create loud sounds powerful enough to shatter glass.

## NORDOR CRYSTAL



Skeletor

Physical transformation  
Enhanced powers  
Inducing irrational behavior

**1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES**  
The Nordor Crystal was an evil and powerful artifact that was responsible for the creation of Nordor itself. Anyone who came near it would be physically transformed, have their powers enhanced, and begin acting irrationally. When He-Man destroyed the crystal, Skeletor absorbed its power permanently.

## NULLER DEVICE

Hordak

Nullifying gravity

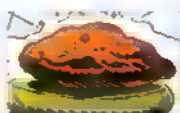


**1986 UK POP COMIC MAGAZINES**  
Invented by Hordak, the Nuller Device canceled out gravity, causing those affected by it to float helplessly, weightless, in the air.

## NULL-STONE OF NABOB

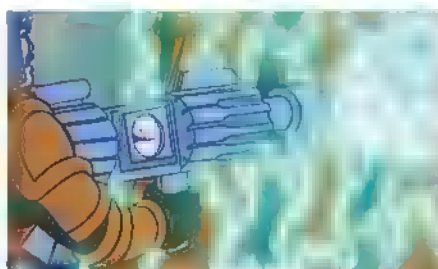
Nabob

Nullifying magic



**1986 UK POP COMIC MAGAZINES**  
The Null-Stone was one of nine stones collected by Nabob, one of Etheria's First Ones. It could nullify the magical powers of anyone or anything it came in contact with, and if exposed to its light for an extended period, the effects would be permanent.

## NULLIFIER



Polti

Draining power from the Amber Crystal of Millarca

**1983 FILMATION MOTU ANIMATED SERIES**  
The Nullifier was a gun developed by the Polti to drain the Amber Crystal of Millarca of its power. It could only be used for limited periods of time and had a usage indicator on its side.

## NUTRO-WEDS



Heroic Warriors

Imprisonment

**1986 UK MOTU COMIC MAGAZINES**  
Nutro-Weds were used by the Heroic Warriors to prevent foes from escaping. They were dropped over enemies from Wind Raiders and had clips that bit into the ground, preventing escape.

## OMNI-SPECTRA-ANALYSIS MACHINE

Hordak

Analysis of magical sources

**1986 UK MOTU COMIC MAGAZINES**  
Hordak's Omni-Spectra-Analysis Machine scrutinized sources of magic to determine their origins, abilities, and properties.

## ONEIRIC CRYSTALS



**1987 ITALIAN MAGIC BOY MAGAZINES**  
When placed on one's forehead, the highly addictive Oneiric Crystals induced intense hallucinogenic effects.

## ORB OF AGONY



Keldor

**2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES**  
Stolen by Evil-Lyn and presented to Keldor, the Orb of Agony was a mysterious purple artifact about which nothing specific was known. Prior to its theft, it was located alongside other artifacts in an undisclosed location featuring a stained glass window.



## ORB OF DARKNESS

Krylak the Mighty

**SPECIAL ABILITY**

Absorbing and imprisoning the light of goodness



**1986 UK MOTU COMIC MAGAZINES**

The Orb of Darkness was attached to a ring worn by Krylak the Mighty. When Krylak came to Eternia, the Orb of Darkness slowly

drained the light of goodness from the world, leaving the heroes powerless, and allowed Krylak to imprison the Sorceress inside of the orb. He-Man destroyed the orb, freeing the Sorceress.

## ORB OF POWER

**OTHER NAME**

Orb of All Wisdom  
Great Orb  
Orb of the Elders

**PRIMARY**

Council of Elders  
Sorceress

**POWER**

Omnipotence



**1983 GOLDEN MOTU BOOKS**

The Golden Books stated that the Orb of All Wisdom was kept within Grayskull's Crystal Chamber.

**1983 KID STUFF MOTU RECORDS**

The Orb of Power was an omnipotent glowing orb which contained all of the Elders' power and wisdom about the universe. When a woman in snake armor came to them in Eternia's distant past to warn about the threat Skeletor would one day pose, they condensed their powers into the orb in a flash of brilliant light.

Aware of the danger that the forces of evil might one day gain control of the orb, they transformed the Hall of Wisdom into the frightful Castle Grayskull and hid the orb deep within.

**2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES**

In the animated canon, the Council of Elders was the ruling body immediately before Randor



became king. After Keldor's assault on the Hall of Wisdom, the Elders condensed their physical bodies, knowledge, and power into a glowing blue orb and entrusted it to the Sorceress, who hid it below Castle Grayskull.

Both the Sorceress and Zadak used the orb to call upon the power of the Elders in times of dire threat. Zadak did so with the battle cry "By the Elders!"

**2008 MOTU CLASSICS**

The Classics continuity held that the Orb of Power, also called the Great Orb and the Orb of the Elders, was a mystical sphere into which the Council of Elders transferred the power from the Sword of He to protect it, as part of their bargain with the Overlords of Trolla. They combined the sword's raw power with their own wisdom, allowing it to tap into the ancient magic of the Starseed.

The Elders sealed the orb in the Crystal Chamber beneath Castle Grayskull, where it rested above the Abyss leading to the planet's core and the Starseed. The orb powered the Sword of He remotely, but only a worthy descendant of King Grayskull could harness the orb's power.

King Grayskull's widow, Veena, guarded the Orb of Power and occasionally tapped into its power to help protect it. King Grayskull's spirit lived on within Castle Grayskull and was indeed the one who advised the council and Veena to create the orb.

## ORBITAL DISRUPTER

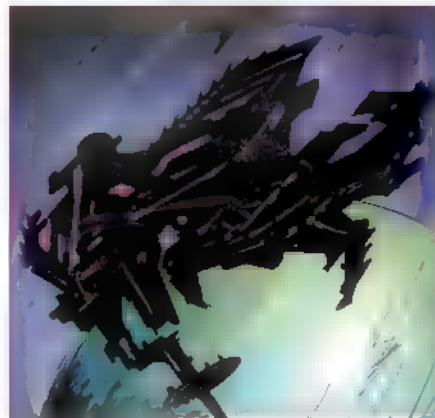


IMAGE COURTESY OF DC COMICS

Evil Horde

**SPECIAL ABILITY**

Mass destruction

**2012 DC MOTU COMICS**

The Evil Horde's Orbital Disrupter was a large dish-shaped, plasma-generating cannon. It could target a region of a planet's surface from space and annihilate everything for leagues around.

## ORPHYR

Stone of Life

**SPECIAL ABILITY**

Holding together Castle Grayskull



**1987 GERMAN EHAPA MOTU COMICS**

The Orphyr, also known as the legendary Stone of Life, was a glowing gem hidden deep within the Vaults of Power beneath Castle Grayskull. Without it, Grayskull would lose its power and collapse. Even the threat of the approaching Skeletor in search for the stone

caused the castle to begin to crumble, but the Orphyr's safety was ultimately assured when the Vaults of Power flooded, thus restoring the castle.

## PADAWENN STONES

Activating the Altar of Schneider

**2002 MVMCREATIONS MOTU COMICS**

The Padawenn Stones were a pair of cylindrical artifacts used together to activate the Altar of Schneider and access an unknown interdimensional realm.



## PALADORIUM STEEL



**1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES**

Paladium Steel was an incredibly strong metal found in the Tri-Solar Galaxy. It was very difficult to damage, and Artilla's lasers were among the few things which could penetrate it.

## PARALYZER RAY

Evil Warriors

Inducing paralysis



**1983** FILMATION MOTU ANIMATED SERIES

The Paralyzer Ray was a gun-like device with a small barrel and a viewfinder on top which projected a ray to paralyze its target. It was used by the Evil Warriors.

## PARALYZING VOICE

Man-At-Arms

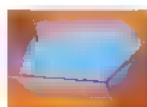
Paralyzing enemies

**1984** GERMAN MOTU AUDIO PLAYS

The Paralyzing Voice caused the Ring of Absolute Power to go up in flames and dissolve when He-Man used the weapon to remind Skeletor that he would lose the ring's power if he didn't share the joy with his henchmen.

## PARTHAX

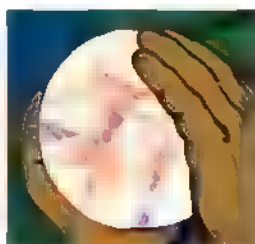
Evil Horde



**1985** FILMATION POP ANIMATED SERIES

Parthax was a blue gem-like material which shone very brightly, prompting those that saw it to shield their eyes. The most powerful element found on Horde World, it was a key component of Hordak's Timestop Device.

## PEARL OF POWER

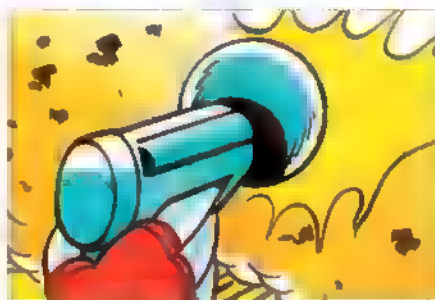


Mind control  
Magically binding opposition

**1983** FILMATION MOTU ANIMATED SERIES

The glowing Pearl of Power was located in the underwater city of Aquatica and gave the wielder the ability to control minds and magically bind those who would oppose them.

## PARTICLE ATOMIZER



Modulok

Molecular manipulation  
Destruction

**1984** UK WORLD MOTU ANNUALS

Invented by the Horde scientist Modulok, the Particle Atomizer changed the molecular structure of any object, causing it to explode.

## PARTICLE TRANSMITTER

Transalconitor

Scientists of Primus

Transporting anything anywhere



**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Particle Transmitter, also known as the Transalconitor, was a device created by the Scientists of Primus which could transport anything anywhere, including into different dimensions.

## PEPPER



**1983** FILMATION MOTU ANIMATED SERIES

Believed by Orko to be ancient magic from the planet Earth, Pepper was a spice that, when inhaled, caused uncontrollable sneezing by both Skeletor and Orko.

## PERMA POWDERS



Orko

Freezing or unfreezing someone

**1983** FILMATION MOTU ANIMATED SERIES

Orko's magical Perma Powders came in two varieties: red and green. The green powder would freeze someone in their tracks, and the red powder would release them. This system was rather confusing to Orko.

## PHANTOM MACHINE

Skeletor

Manufacturing phantoms

**1987** GERMAN EHAPA MOTU COMICS

Built by Skeletor and powered by his magic, the Phantom Machine projected large phantoms of Evil Warriors which "haunted" Eternis, unable to



inflict harm but terrifying the populace. The machine was hidden inside a crystal pyramid. When the heroes began fighting the phantoms, the machine overloaded and, as a final defense mechanism, conjured phantom Snake Men which took Skeletor away to safety.

## PHASE SUIT



Galen Nycoff

## SPECIAL ABILITIES

Enabling the wearer to pass through solid walls

1986 UK MOTU COMIC MAGAZINES

The Phase Suit was used by the intergalactic criminal Galen Nycoff to enable easy invasion of spacecraft. The suit allowed him to simply pass through solid materials without being detected, thus saving him from having to break and enter in order to commit a robbery.

## PHOSPHO CRYSTALS

## SPECIAL ABILITIES

Producing bright flashes



1983 FILMATION MOTU ANIMATED SERIES

Phospho Crystals produced blinding flashes of light when thrown on the ground and shattered.

## PHOTANIUM



## SPECIAL ABILITIES

Near indestructibility

1983 FILMATION MOTU ANIMATED SERIES

Photanium was a nearly indestructible metal mined on and exported by Phantos. It was used by Eternians to make incredibly strong armaments and machinery. However, even Photanium could not withstand the strength of He-Man.

2008 MOTU CLASSICS

Photanium was stated in the Classics continuity to be the strongest metal in the universe.

## PHOTANIUM BODY CELLS



## SPECIAL ABILITIES

Imprisonment

1983 FILMATION MOTU ANIMATED SERIES

Made of the high-indestructible Photanium, the sarcophagus-like Photanium Body Cells were designed to keep a prisoner standing upright with no mobility whatsoever and only a small gap through which to see.

## PHOTANIUM CHAINS

## PRIMARY OWNERS

Queen Elmora

Near indestructibility



1983 FILMATION MOTU ANIMATED SERIES

Fashioned by Queen Elmora using her Spin Magic and Photanium, the Photanium Chains were designed to be unbreakable bonds. Only He-Man was strong enough to escape them.

## PHOTANIUM SCYTHE-BLAZER



1983 FILMATION MOTU ANIMATED SERIES

The Photanium Scythe-Blazer served as a rifle-like firearm but also included a scythe blade beneath the barrel.

## PHOTANIUM SHIELD

## PRIMARY OWNERS

Prince Adam  
Man-At-Arms

Near indestructibility



1983 FILMATION MOTU ANIMATED SERIES

The Photanium Shield was made of the nearly indestructible metal Photanium and was used by both Prince Adam and Man-At-Arms.

## PHOTANIUM TRI-BLADE

## PRIMARY OWNERS

Man-At-Arms



1983 FILMATION MOTU ANIMATED SERIES

The Photanium Tri-Blade was designed by Man-At-Arms. It consisted of a handle with three spinning blades. It was fashioned out of what Man-At-Arms believed was Photanium but turned out to be worthless scrap metal, and the weapon was easily destroyed.

## PHOTOG EMULATOR

## PRIMARY OWNERS

Fearless Photog

2008 MOTU CLASSICS

The Photog Emulator was the invention of Jey, Gwildor's apprentice. When the Science Council selected Jey to present the emulator in Eternos, a small miscalculation created a flux overload that merged Jey with his invention. Jey found that he could drain his enemies' powers and display their defeat on his chest. The original function of the emulator was never revealed.

## PHOTON BLASTER

## PRIMARY OWNERS

Man-At-Arms

## SPECIAL ABILITIES

Stunning

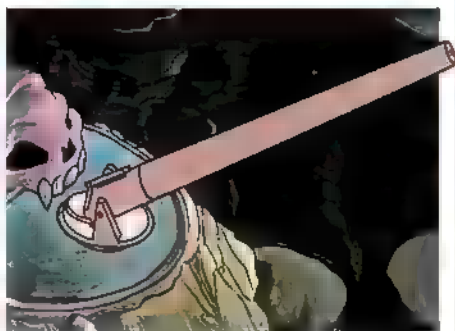


1983 FILMATION MOTU ANIMATED SERIES

Man-At-Arms' Photon Blaster was a rifle which projected a beam of energy to temporarily stun an adversary.



## PHOTON BLASTER CANNON



Skeletor

**1983 FILMATION MOTU ANIMATED SERIES**  
Built by Skeletor and the Evil Warriors on Eternia's Dark Moon, the Photon Blaster Cannon was a formidable energy weapon with a skull motif. It was powerful enough to blast a target an immense distance away—on the Bright Moon.

## PHOTON CUTLASS

Falcon  
Sea Hawk

Cutting through anything  
Stunning



**1985 FILMATION POP ANIMATED SERIES**  
Wielded first by the Falcon and then handed down to the Sea Hawk, the Photon Cutlass had a variety of settings. When set to cut through anything, its energy blade would glow red; when set to stun, the blade would glow blue.

## PHOTON NEUTRALIZER

Optikk

**2008 MOTU CLASSICS**  
The Photon Neutralizer was the weapon of the Denebrian Space Mutant Optikk, who became one of the most feared warriors in the Tri-Solar System because of it.

## PLANS OF GRAYSKULL



**1987 GERMAN EHAPA MOTU COMICS**  
The Plans of Grayskull were a collection of scrolls contained within a shimmering steel case and hidden in the Ice Grottoes. They were protected by the monster Borghur and were said to include the key to power over all Eternia. When Skeletor attempted to acquire them, Borghur made the grotto collapse, and the scrolls were then unattainable.

## PLASMA

Powerful magic

**1986 UK MOTU COMIC MAGAZINES**  
The plasma at Eternia's core possessed powerful magical abilities, though what these were was unspecified. Horde Prime intended to steal the plasma for his own use and destroy Eternia in the process.

## PLASMA CANNON

Evil Horde

Projecting powerful plasma beam



**1985 FILMATION POP ANIMATED SERIES**  
Plasma Cannons were large weapons on the Horde Dreadnoughts. When fired, they produced a red beam powerful enough to knock a ship out of the sky.

## PLATEELIUM DOME

Slush Head

**2008 MOTU CLASSICS**  
The Plateelium Dome was the apparatus worn by Slush Head that was filled with the stinking, foul waters of the Quagmi Swamp, his home.

## POLARIZER

Polarizer of Shezar

Shezar

Control over people and sea creatures  
Projecting holograms  
Projecting black lightning



**1986 BRAZILIAN EDITORA ADRIAL MOTU COMICS**  
The Polarizer was a spherical object wielded by Shezar, which could control people and sea creatures, project holograms, and shoot black lightning bolts at enemies.

**2008 MOTU CLASSICS**  
In the Classics continuity, the Polarizer of Shezar was one of several magical talismans coveted by Skeletor as a means of breaching the Jaw-Bridge of Castle Grayskull.

## POLLEN TRANSMITTER

Skeletor

Dispersal of a deadly contagion

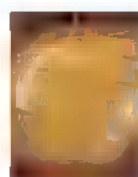


**1987 GERMAN EHAPA MOTU COMICS**  
The Pollen Transmitter was built by Skeletor in the Death Corals. It dispersed chemically altered pollen carrying a deadly contagion across Eternia. The machine was destroyed by Orko with explosives.

## POLTI COMMUNICATOR BALL

Polti

Communication



**1983 FILMATION MOTU ANIMATED SERIES**  
The Polti Communicator Ball was a spherical floating yellow device used by the Polti to communicate over long distances.

### PORTABLE MINIATURIZATION UNIT

Man-At-Arms

Shrinking objects



**1983** FILMATION MOTU ANIMATED SERIES

Man-At-Arms' Portable Miniaturization Unit was a levitating device approximately five feet high. It projected a ray of energy

which would shrink anything in its path.

### PORTABLE TELEPORTATION DEVICE

Man-At-Arms

**1983** FILMATION MOTU ANIMATED SERIES

The Portable Teleportation Device was developed by Man-At-Arms. The handheld gadget could teleport an object or person anywhere on Eternia, provided the crosshairs were properly aligned. If they were not, however, the transported item or individual could reappear at a random place on the planet.



### PORTAPRISON



Man-At-Arms

Imprisonment

**1983** FILMATION MOTU ANIMATED SERIES

Designed by Man-At-Arms, the Portaprison was an orange bowl-like device which would be held above a captive's head and then activated. Tough metal bars would crisscross downward to form a temporary holding cell. In a variation of the device, the bars would appear instantaneously with a flash of light.

### POSIBOMB

Hordak

Creating powerful explosions



**1986** UK MOTU COMIC MAGAZINES

The Posibomb was an explosive used by Hordak. It was powerful enough to destroy an entire village.

### POSITROIDS

Projecting energy bolts

**1983** FILMATION MOTU ANIMATED SERIES

Positroids were ancient Eternian weapons found in Castle Grayskull's Hall of He-Man. These baseball-sized spheres were fired from a cylindrical device and would grow in size, emitting a strange glow and projecting bolts of concussive energy.



### POWER CELL

Imprisonment



**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

A Power Cell was a Priman device used for holding prisoners. It was said that nobody had ever escaped from one.

### POWER CHAMBER

Evil Mutants

Draining strength



**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Power Chamber was a device found by the Mutants on the Asteroid of Junk. When someone was placed inside the chamber, it would drain them of all their strength.

### POWER CUBES

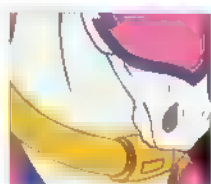
**1986** UK POP COMIC MAGAZINES

The Power Cubes were the fuel of an alien spacecraft which arrived on Etheria. Hordak combined their power with the moisture in the air to create a new vehicle, the Pathfinder.

### POWER DRAINER

Evil Horde

Strength depletion



**1985** FILMATION POP ANIMATED SERIES

The Horde's Power Drainer depleted the strength of a person or animal when placed around their neck.

### POWER MULTIPLIER

**1987** ITALIAN MAGIC BOY MAGAZINES

The Power Multiplier was a double-belted chest harness etched with ancient writing, discovered on a large meteor chunk from an exploded planet. When Skeletor found the Power Multiplier and put it on, it resulted in a number of strange effects. When the Power Multiplier's dial was turned, Skeletor grew four additional arms. The Power Multiplier also increased Skeletor's agility, enabled him to grow in size, and made him impervious to Nocturna's exploding arrows. When the Power Multiplier's effects were merged with Skeletor's absorption of the Power of Grayskull, the villain became gigantic and grew an additional head.



## POWER PEARL

## SPECIAL ABILITIES

Transformation of human legs to fins



**1985 FILMATION POP ANIMATED SERIES**

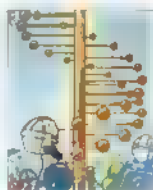
Located in the underwater kingdom of Salineas, the Power Pearl enabled the populace of the kingdom to transform their human legs into fins to navigate the Etherian oceans with ease.

## POWER SPIRAL

Spiral of Power

**1983 GOLDEN MOTU BOOKS**

Those who ruled Eternia in its ancient past created the Power Spiral, also called the Spiral of Power. It existed in a large volcano and was designed to hold knowledge. Five robots were sent out into the universe on a spaceship to collect information and store it in the rod-shaped key to the Power Spiral. Upon their return, during He-Man's time, they inserted the key into the spiral, and it downloaded the knowledge they had collected and uncovered in the lost City of Lights.



## POWER STAFF

**2008 MOTU CLASSICS**

The Power Staff was a weapon wielded by the Eternian Palace Guards in defense of Eternos Palace and King Randor.

## POWER SWORD OF EVIL

## PRIMARY OWNERS

Skeletor  
Webstor

## SPECIAL ABILITIES

Inducing a comatose state

FOR SKELETOR'S SWORD OF POWER, SEE ENERGY BLADE, SWORD OF POWER

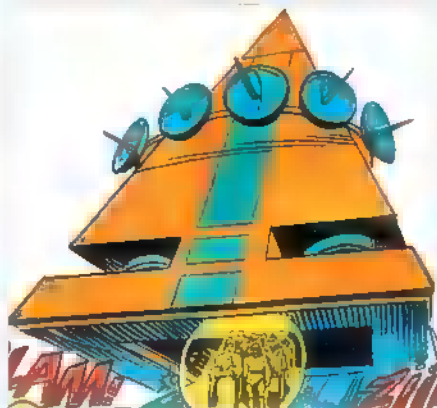
**1984 GERMAN MOTU AUDIO PLAYS**

When Webstor returned from a long and dangerous journey through the Plain of Eternity, he brought Skeletor a mysterious sword. Skeletor



referred to it as his Power Sword of Evil. Its tip was coated in Hyperspace Ice. Just a small scratch from the tainted sword was enough to put He-Man into a comatose state.

## POWER-DRAINER



## PRIMARY OWNERS

Polk

## SPECIAL ABILITIES

Draining and transferring power from one army to another

FOR THE HORDE STRENGTH-DRAINING DEVICE, SEE POWER DRAINER

**1986 UK MOTU COMIC MAGAZINES**

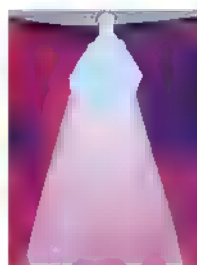
The Power-Drainer in Polk's floating pyramid fortress drained the powers from one group of warriors and transferred them to another. Polk used it to steal the powers of the Heroic and Evil Warriors of Eternia and transfer them to his own army.

## POWERGEM CRYSTAL

## PRIMARY OWNERS

Evil Horde  
Shadow Weaver

Magic



**1985 FILMATION POP ANIMATED SERIES**

The Horde's Powergem Crystal gave Shadow Weaver much of her power; it was responsible for transforming her into the twisted creature she became.

## POWER-SAPPER



Hordak

## SPECIAL ABILITIES

Draining and transferring someone's power

**1986 UK MOTU COMIC MAGAZINES**

Invented by Hordak, the Power-Sapper was designed to drain the power of a captive imprisoned on a table at its base and transfer it to a Conducting Dome above. The device was lost when He-Man hurled it into space.

## POWER-SCANNER

## PRIMARY OWNERS

Man-At-Arms

Determining magical properties



**1986 UK MOTU COMIC MAGAZINES**

Man-At-Arms' Power-Scanner could scan objects and determine their magical properties.

## POWER-SHIELD PROJECTOR

## PRIMARY OWNERS

Skeletor

**1983 LADYBIRD MOTU BOOKS**

The Power-Shield Projector was a device on three telescoping legs. When activated, it projected an impenetrable force field bubble around whatever object it was unleashed upon. Additionally, it included a Power-Probe, designed to drill down through the planet's crust until its energy core was reached.





## PSYCHOTRONIC SPECTREMETER

Hordak

Draining magic

1984 UK WORLD MOTU ANNUALS

The Psychotronic Spectrometer was a spherical helmet which drained magic from the wearer, to then be used by Hordak.

## PYRAMID OF IMMORTALITY

1984 GERMAN MOTU AUDIO PLAYS

The book entitled *The Pyramid of Immortality* contained what was believed to be a fairy tale about a location of the same name. A couple of copies of this book, which, according to Prince Adam, was badly written, were kept in the Royal Library. It was eventually discovered by Skeletor that the book truly told where and how to find the pyramid.



## RADAR INTERFERENCE DEVICE

Scientists of Primus

Jamming radar



1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Radar Interference Device was created by the Priman scientists to jam Mutant surveillance devices monitoring the village of Zaphor.

## RADIO RECEIVER

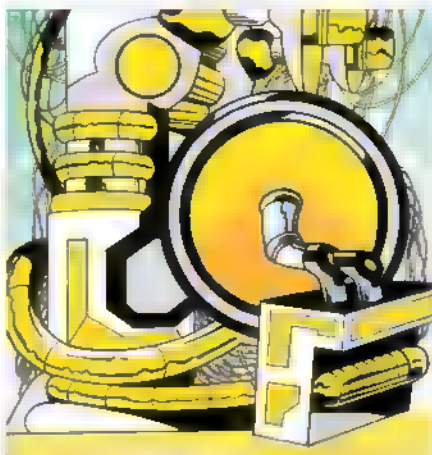
Zodac

Interception of radio transmissions

1983 LADYDIRD MOTU BOOKS

The Radio Receiver was a device aboard Zodac's spacecraft which allowed him to intercept radio transmissions as a means of gathering reconnaissance.

## RADIO TRANSMITTER



Skeletor

1984 UK WORLD MOTU ANNUALS

Skeletor's Radio Transmitter sent radio signals out into space and attracted evil and dangerous creatures to Eternia.

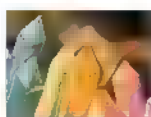
## RADIONICS MACHINE

1986 BRAZILIAN EDITORA ABRIL MOTU COMICS

The pyramid-shaped Radionics Machine was a large device kept by the Atlanteans of Eternia. It was reputed to cure diseases and hunger, but in the wrong hands, its power could cause great destruction.



## RAINBOW QUARTZ



1983 FILMATION MOTU ANIMATED SERIES

Rainbow Quartz was a colorful element Man-At-Arms used to power his High-Frequency Transmitter. It was only found in a cavern within Snake Mountain.

## RAM STONE



Faceless One

Piercing any barrier

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

Possessing magic and able to pierce any barrier, the Ram Stone was an ancient Eternian artifact guarded by the Faceless One in Zalesia. The stone's powers could be activated with the incantation "Vir, ba-tok, ah-trah!" When used by the Evil Warriors against He-Man, it forced him to revert back into Prince Adam with a green burst of energy.

Later Count Marzo was able to acquire it from the Faceless One as he joined Skeletor's Council of Evil. Skeletor used Count Marzo's amulet and the Ram Stone together, adding power from his Havoc Staff to create an even more powerful spell. This time the large horned creature was a skeleton that became a huge energy blast that broke through Grayskull and all the way into the Crystal Chambers. During a battle He-Man destroyed it with his Sword of Power.

2008 MOTU CLASSICS

The Classics canon presented the Ram Stone in a similar fashion, as one of the magic artifacts guarded by King Nikolas Powers of the kingdom of Zalesia, after he was cursed to haunt the ruins of his kingdom as the Faceless One.

## RAY BOMB

Skeletor

Inducing sleep

1984 GERMAN MOTU AUDIO PLAYS

The Ray Bomb, when detonated, expelled rays which put anyone within its range to sleep.

## RAY FUSER



**1983 FILMATION MOTU ANIMATED SERIES**

The Ray Fuser was made from the Fire Jewels with a combination of He-Man's strength and the Sorceress's magic. When the device, shaped like an infinity symbol, was placed over the controls in Skeletor's Collector, it reversed the effects of the ray which turned things to stone, undoing their damage.

## REDUCTO RAY

## SPECIAL ABILITIES

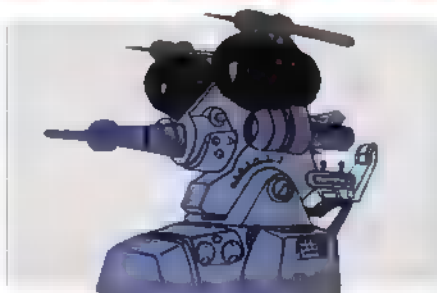
Reducing or restoring the size of a living thing

**1983 FILMATION MOTU ANIMATED SERIES**

The Reducto Ray was a cylindrical device which swiveled on a mount. When activated it could fire a focused beam which shrank a living being down to approximately seven inches. The machine also had a switch to reverse the process.



## REVERSE GRAVITY GENERATOR



## PRIMARY OWNERS

Gepple  
Meldoc

## SPECIAL ABILITIES

Negative force field generation

**1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES**

The Reverse Gravity Generator was a machine invented by Gepple and Meldoc to create a temporary negative force field and repel Mutant attacks while the shield around Primus was down for repairs.

Skeletor stole the plans for the Reverse Gravity Generator and had the Mutants build him one of his own which was far more powerful.

## REVERSE PARTICLE ENHANCER

People of Primus

Nullifying Mutant tractor beam



**1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES**

The Reverse Particle Enhancer was a device

used by the Primans to reverse the Mutants' tractor beam.

## RING OF ABSOLUTE POWER

Skeletor  
Myrat

Nigh invincibility

**1984 GERMAN MOTU AUDIO PLAYS**

The Ring of Absolute Power once belonged to Myrat, the greatest wizard Eternia had ever seen. After his death, it was hidden in a cave in the Mystic Mountains until Skeletor uncovered it. The ring made Skeletor virtually invincible, blunting the Sword of Power and causing Orko's magic to nearly kill him. However, Myrat had made the ring with a flaw, so that those who did not share the delight of their power would lose it, and thus the ring went up in flames when He-Man used the Paralyzing Voice to remind Skeletor of its weakness.



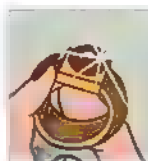
## RING OF REMEMBRANCE

## PRIMARY OWNERS

David

**1983 FILMATION MOTU ANIMATED SERIES**

The golden Ring of Remembrance was guarded and worn by David, Duke of Abra. It was made of a rare element, Memorio, and possessed some magical abilities. It restored David's memory after he had been transformed into a child by Count Marzo.



## RINGS OF STRIFE



Luring and preoccupying evildoers

**1987 GERMAN EHAPA MOTU COMICS**

The Rings of Strife were a siren-like construction in the mountains of Eternia. Built long ago by the Elders, they emitted a strange sound which lured evildoers. The rings' influence prompted them to fight among themselves, keeping them preoccupied and away from the rest of Eternia for a while, just as the Sorceress had predicted.

## ROAST GOOBLE

Trollans

Deliciousness



**1983 FILMATION MOTU ANIMATED SERIES**  
A Trollan delicacy, Roast Gooble was well loved by all Trollans. Even Beast Man declared it was the best!

## ROBOT DRONES

## PRIMARY OWNERS

Spinwit

Flight

**1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES**

The Robot Drones were a Priman invention used by Spinwit for training. They were capable of flight and fired laser blasts from their jaws.

## ROBOT-SPY

Man-At-Arms

Reconnaissance

**1984** GERMAN INTERPART-CONDOR  
MOTU COMICS

Man-At-Arms' Robot-Spy was a remote-controlled reconnaissance device which allowed those at the Royal Palace in Eternia to view images far away. It moved via rotation and was armed with an energy ray.

## ROCK SOFTENER

Man-At-Arms

Softening



**1983** FILMATION MOTU  
ANIMATED SERIES

Man-At-Arms' Rock Softener emitted a white beam which could change the molecular structure of anything it came in contact with, making it softer. Initially used to turn rock into soil for farming, it could also be used to weaken the walls of Castle Grayskull or even He-Man himself.

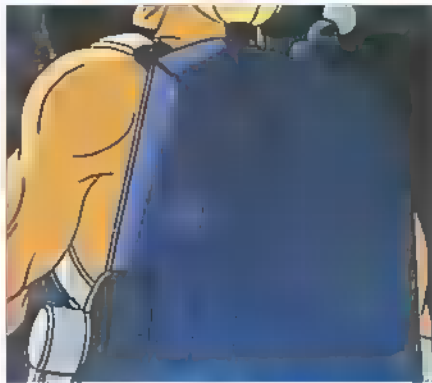
## ROCK-A-SPRAY

Skeletor  
Two Bad

**1986** UK MOTU COMIC MAGAZINES

The Rock-A-Spray was invented by Two Bad for Skeletor's use. It was a combination rocket and sprayer. It would spray anything contained within its inner compartment.

## ROCKET PACKS



People of Primus

Flight

**1990** NEW ADVENTURES OF HE-MAN  
ANIMATED SERIES

Rocket Packs were Priman devices which enabled the wearer to fly.

## ROMDIEL GEMS



**1990** NEW ADVENTURES OF HE-MAN  
ANIMATED SERIES

Romdiel Gems were a highly valuable commodity sometimes used as currency in the Tri-Solar Galaxy. They were often used to pay for goods on Denebria.

## ROTUNDARAN STONES

Increasing powers in varying ways



**1986** BRAZILIAN EDITORA  
ABRIL MOTU COMICS

The magical Rotundaran Stones could increase one's powers in a variety of unusual ways. Skeletor once used three of the stones, resulting in the creation of an army of Skeletors, transformation into a hideous insect, and transformation into a giant.

## SACRED TRIDENT



**1986** BRAZILIAN EDITORA ABRIL  
MOTU COMICS

The Sacred Trident was a mystical artifact possessed by the Undersea Kingdom on Eternia. According to the Undersea King, the trident was the only object on Eternia that could match the power of He-Man's sword. When Skeletor attempted to use the trident, its power was such that the villain lost control of it.

## SANCTUARY

Giants

Time travel

**1984** GERMAN MOTU AUDIO PLAYS

Kept in a temple by the giants of Eternia's past, the Sanctuary was an orb, roughly the size of Orko's fist, which glowed as bright as the sun and enabled time travel. By standing before it and concentrating on someone at another point in time, one could be transported to that time and person.

## SAT-A-SPIES

Hordak

Monitoring

**1986** UK MOTU COMIC MAGAZINES

The Sat-A-Spies were monitoring satellites used by Hordak. They alerted Hordak when Modulok fled Prisonstar.

## SCATTER RAY

Projecting energy blasts



**1983** FILMATION  
MOTU ANIMATED SERIES

The Scatter Ray was a unique gun-like weapon which projected intense blasts of energy strong enough to level the side of a mountain with just a few shots.



## SCEPTER OF INFINITE POWER

Drakon  
Skeletor

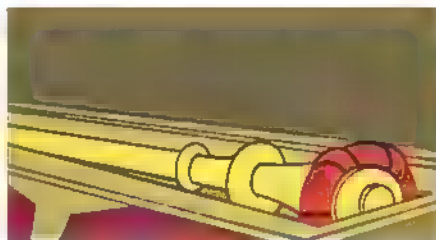
Infinite power over enemies

## 1984 GERMAN MOTU AUDIO PLAYS

The legendary Scepter of Infinite Power was known, discussed, and coveted throughout the entire universe. Though none knew the scepter's location, and many believed it did not exist at all, the scepter had been hidden long before in a pool of lava in the Grotto of the Black Sun on Eternia by Drakon.

It gave its wielder unlimited power by making their enemies too weak to wield their own weapons, and Skeletor used it to conquer Eternia. It also caused eruptions to occur on Eternia's sun and put a black sun on a collision course with the planet. Convincing Skeletor it was the only way to save Eternia from total destruction, He-Man retrieved the scepter from Skeletor and returned it to the pool of lava.

## SCEPTER OF POWER

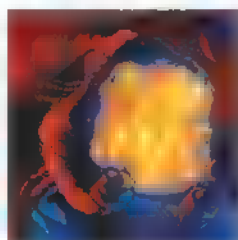


King Randor

## 1983 FILMATION MOTU ANIMATED SERIES

The golden Scepter of Power had been handed down through generations of the Royal Family of Eternia. It symbolized their rule and served as a reminder to King Randor that the true power was with the people whom he was honored to serve.

## SECURITY CABINET



Evil Horde

Safekeeping

## 1985 FILMATION POP ANIMATED SERIES

The Security Cabinet, located in the depths of the Fright Zone, was used to safeguard important items. The objects were protected by a domed dimensional gate-like covering.

## SCYTHE OF DOOM

Scareglow

## 2008 MOTU CLASSICS

The Scythe of Doom was a terrible weapon bestowed upon the evil Karak Nul, later known as Scareglow, by Skeletor when he recruited him into the Evil Warriors.

## SEAL REMOVER



## 1983 FILMATION MOTU ANIMATED SERIES

A Seal Remover was a tool with prongs on either end used to gain access to securely sealed panels on machinery.

## SECRET LIQUID OF LIFE

Geldor

Granting immortality

## 1983 MOTU MINICOMICS

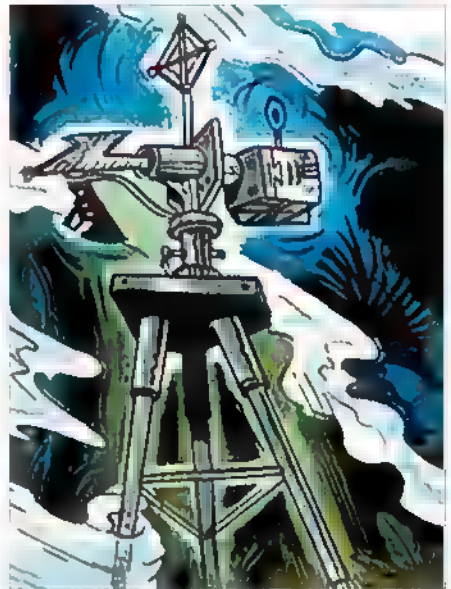
The Secret Liquid of Life was a clear magic liquid that granted eternal life to the one who consumed it. It was contained in a simple cylindrical vial. When the vial was shattered and the liquid soaked into the ground, a gargantuan tree sprouted from the spot. The tree may have been carnivorous, for Geldor screamed that it was devouring him.

## 2008 MOTU CLASSICS

The Classics continuity portrayed the Secret Liquid of Life and the events surrounding it consistently with the minicomics canon, except that Geldor subsequently returned alive, having absorbed the liquid's magic from the tree that appeared to consume him.



## SEISMIC GEO-PROBE



Man-At-Arms

Stellanite detection

## 1983 LADYBIRD MOTU BOOKS

The Seismic Geo-Probe attached to a tripod and was used to detect deposits of Stellanite in the ground.

## SELANIUM

## 1983 FILMATION MOTU ANIMATED SERIES

Selenium was a mineral contained in Eternia's groundwater. It was harmless to living things but caused a negative chemical reaction when combined with Coridite.



## SELF-DESTRUCTION DEVICE

Skeletor

Exploding



## 1983 FILMATION MOTU ANIMATED SERIES

Skeletor's Self-Destruction Device was a small box loaded with explosives and a digital timer to count down the seconds until detonation. For such a small object, its blast was exceptionally powerful.

## SENSATRON



Larg

Linking to and monitoring Argonian Power Cells

## 1985 FILMATION POP ANIMATED SERIES

The Sensatron was a device with a direct link to Larg's ship's stolen Power Cell. ■ not only indicated whether or not the cell was functioning correctly but could also pinpoint its location.

## SENSI-POD

Negon

Detecting and analyzing celestial pulses



## 1986 UK MOTU COMIC MAGAZINES

The Sensi-Pod was used by Negon, the Royal Astronomer, to detect and analyze pulses from celestial bodies. ■ re-

layed information to the Heroic Warriors' computer in Viper Tower.

## SENSOR-CLOAK

Evil Horde

Invisibility to robotic sensors

## 1986 UK MOTU COMIC MAGAZINES

The Sensor-Cloak kept robotic sensors from seeing or otherwise detecting the user.

## SENTI-LERTS

Attack detection  
Raising an alarm

## 1986 UK MOTU COMIC MAGAZINES

Some of the Heroic Warriors' more vulnerable allies had Senti-Lerts in their homes. A

type of alarm system, the Senti-Lert could detect an attack and alert the heroes back at the Royal Palace.

## SERENITY STONE



## 1985 FILMATION POP ANIMATED SERIES

The Serenity Stone was located within the Serenity Stone Temple at the center of Etheria. The stone itself main-

tained the balance of Etheria; if removed, it would cause an imbalance across the land. The Serenity Stone also had the ability to magnify a magician's power many times over.

## SERPENT'S RING

King Hssss

Transformation of other species into Snake Men

## 2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The Serpent's Ring was an ancient artifact whose location was inscribed on a tablet found by the



Serpent in the ruins of the Hall of Wisdom. King Hssss found the ring hidden in a large carving on the ceiling of the flooded Caverns of Rakash.

It projected snake spirits to infect and transform human or humanoid species into Snake Men, who loyally served King Hssss. He-Man, possibly thanks to his Snake Armor imbued with the Power of Grayskull, appeared to be immune to the ring's effects, and the Serpent's Ring was lost when he hurled it into space.

## 2008 MOTU CLASSICS

The Classics presented the Serpent's Ring consistently with the Mike Young Productions series, although in this continuity Teela was able to find ■ cure for its effects. Tragically, this was not before her transformed father, Man-At-Arms, received ■ mortal blow during his battle with Clamp Champ.

## SETTUS SEEDS



## 1986 UK MOTU COMIC MAGAZINES

Settus Seeds were alien seeds from which sprouted bizarre and powerful plants capable of destroying a city.

## SEVEN-LEAGUE BOOTS

Falcon  
Sea Hawk

Jumping great distances



## 1985 FILMATION POP ANIMATED SERIES

The Falcon's Seven-League Boots, which were handed down to the Sea Hawk, enabled

the wearer to jump great distances.

## SHADOW ROCKETS

Evil Horde

Obscuring the moons of Etheria

## 1985 UK WORLD POP ANNUALS

The Shadow Rockets were developed by the Horde to fire at Etheria's three moons and obscure them like an eclipse. This was intended to deprive Bright Moon of its power and allow the Horde to conquer it.

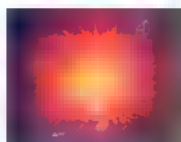
## 1986 UK POP COMIC MAGAZINES

In the UK comics canon, Hordak used ■ Shadow Rocket to travel to the moon of Eldior in an attempt to obtain the Moon Jewel.

## SHAKARRAN CRYSTAL

2002 MVCREATIONS MOTU COMICS

The Shakarran Crystal was created by the Ancients long ago to trap an evil so great that it could not be destroyed, only contained. It was a red sphere composed of many fragments, and even the smallest of these were exceptionally powerful. If a fragment was removed, it turned blue and would enchant its holder, increasing their powers. One such



fragment was known as the Shard of Darkness. Multiple pieces were attracted to one another and would glow when in close proximity.

## SHAPING STAFF

PRIMARY OWNERS

Evil-Lyn

Transforming matter

1983 FILMATION MOTU ANIMATED SERIES

The Shaping Staff was a legendary magical artifact capable of transforming any matter in the universe. Evil-Lyn used it in conjunction with her own magic to transform many of her enemies into animals.



## SHIELD OF KA

PRIMARY OWNERS

Ka  
King Hssss

SPECIAL ABILITIES

Protection

2008 MOTU CLASSICS

The red Shield of Ka belonged to the Demonic Snake Lord Ka. It later became a weapon that King Hssss used during the Great Wars.



PRIMARY OWNERS

Catra

SPECIAL ABILITIES

Spraying water

1985 POP MINICOMICS

Catra's Shower Power weapon doused foes with an intense torrent of water.

## SHIELD OF VONO

SPECIAL ABILITIES

Rendering its wielder invincible



1984 UK WORLD MOTU ANNUALS

The Shield of Vono, safely stored inside Castle Grayskull, was said to render its bearer unbeatable in battle.

## SHIMMER SCREEN

PRIMARY OWNERS

Negator

1983 FILMATION MOTU ANIMATED SERIES

Negator's Shimmer Screen served as his primary view screen within his base of operations and could be controlled via a panel. He used it to spy on his enemies.



## SHOCKER RIFLE



PRIMARY OWNERS

Adora

Projecting a beam to render its target unconscious

1985 FILMATION POP ANIMATED SERIES

The Shocker Rifle was a large two-handed firearm wielded by Adora as a member of the Evil Horde. It projected a red energy beam that rendered its target unconscious.

## SIDEWINDER

PRIMARY OWNERS

Flogg/Brakk

Laser blasts

1984 UK WORLD MOTU ANNUALS

The Sidewinder was a laser whip and Brakk's primary weapon.

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

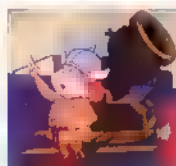
Though not called "Sidewinder" in the animated series, Flogg's whip could cast laser bolts and attached to his arm.



## SIGNAL FLARE

PRIMARY OWNERS

Widgets

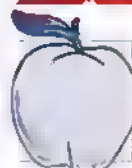


1983 FILMATION MOTU ANIMATED SERIES

The Signal Flare was a cannon device built by the Widgets and housed inside their fortress. When threatened, the Widgets could alert He-Man to their plight by loading the Signal Flare with a cannonball and firing it into the sky, where it would explode into an enormous image of the red cross on He-Man's harness.

TRIVIA: The function served by the Signal Flare was very similar to that served by the Bat-Signal in the *Batman* comics.

## SILVER APPLE



1983 FILMATION MOTU ANIMATED SERIES

The Silver Apple grew upon the Tree of Many Fruits. It was guarded within Brindle's maze.

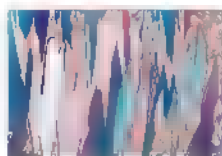


## SINGING CRYSTALS

Harmonization  
Creating bright flashes of light

## 1983 FILMATION MOTU ANIMATED SERIES

The Singing Crystals were located in a remote cavern on Eternia and resembled stalactites and stalagmites. When the crystals were touched, their vibrations would harmonize with one another. Like any crystals, they were susceptible to breaking. If one fell from the ceiling, it would create a blinding flash of light.



## SIX SAPPHIRES OF SARGON

## 1986 UK MOTU COMIC MAGAZINES

The Six Sapphires of Sargon were located in the Cave of Doom and guarded by strange, tentacled beasts.

## SIZE-ENLARGEMENT RAY



Man-At-Arms

Enlarging animals

## 1986 UK MOTU COMIC MAGAZINES

The Size-Enlargement Ray was a failed invention intended to increase the size of animals. Man-At-Arms' machine did not yield fruit until, discouraged, he released a spider test subject into the wild, which Skeletor subsequently blasted with his Havoc Staff, unwittingly increasing it to giant size.

## SKEET LAUNCHER



Baron Grod

## 1983 FILMATION MOTU ANIMATED SERIES

Baron Grod's Skeet Launcher allowed him to get a great deal of target practice.

## SLEEPSPRAY

Torcs

Inducing unconsciousness



## 1983 FILMATION MOTU ANIMATED SERIES

The Torcs fired Sleepspray from their rifles to render their enemies unconscious.

## SLIME



Horde Slime  
Slime of Evil

Evil Horde

Transforming captives into mindless slaves  
Transforming captives into monsters

## 1983 MOTU MINICOMICS

Slime was a repugnant substance used in Hordak's Slime Pit. When poured over a captive it stripped them of all will, turning them into an angry, monstrous, mindless slave, blindly serving Hordak.

## 1986 UK MOTU COMIC MAGAZINES

In the UK comics, the Slime of Evil was a legendary substance found in a network of underground caves. Having heard the legends of how the slime could be used to turn anyone evil, Hordak led an expedition to obtain it, and back at the Fright Zone, placed it in his new invention, the Slime Pit.

Anyone covered in the Slime of Evil became a mindless slave to Hordak. Over time, Hordak enhanced the slime so that exposure transformed the victims into evil slime monsters.



Hordak  
Skeletor  
Orko

## 2012 DC MOTU COMICS

The literal skull of Horde Prime himself, the Skull of Power was a trophy claimed by Hordak after he'd murdered his father at least one million years before. It had mysterious powers and changed hands many times over the millennia until it was put into the care of Sir Laser-Lot. Skeletor stole the Skull of Power, using magic to bring it to him in the future.

While attempting to stop Skeletor from using it, Orko became corrupted by the Skull of Power's evil and joined forces with him for a time. Now known as Dark Orko, he could communicate with Skeletor between Trolla and Eternia through the skull. The skull was eventually destroyed through the combined efforts of He-Man and Superman.



IMAGE COURTESY OF DC COMICS

## SMASH BLADE



He-Man

Breaking down barriers

**2002** MVCREATIONS COMICS

The Smash Blade was a weapon created by Man-At-Arms to help He-Man pass safely through the Enchanted Forest and stop Skeletor before he could obtain the Idol of Norkor. He-Man himself remarked that the Smash Blade cut through the forest with the ferocity of a thousand warriors and that no surface could withstand its might.

## SNEEZING POWDER

Yukkers

Inducing sneezing

**1983** FILMATION MOTU ANIMATED SERIES

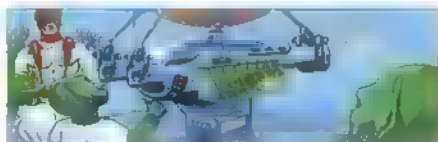
The Trollan Yukkers possessed a pouch of Sneezing Powder which, surprising no one, induced sneezing.

## SOLAR AMPLIFIER

**1986** BRAZILIAN EDITORA ABRIL MOTU COMICS

The Solar Amplifier was a device used by the evil giantess Górgone. It enabled her to subjugate others and control their wills. Górgone used the Solar Amplifier to control the inhabitants of Xarkoran, including its sentient Gargoyles.

## SOLAR CANNON



Heroic Warriors

Redirecting sunlight

**1983** LADYBIRD MOTU BOOKS

The Solar Cannon drew in sunlight and projected it in an intense beam. It was used to melt an ice dam in the River of Doom.

## SOLAR GENERATOR

**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Solar Generator was a powerful device on display at the Intergalactic Science Conference on Primus.



## SOLAR MIRROR

Reflecting and redirecting sunlight

**1983** FILMATION MOTU ANIMATED SERIES

Taking two years to build, the Solar Mirror was designed to reflect sunlight from Etemia's Bright Moon and direct it toward the Dark Moon, improving agriculture for those who lived there and bringing the moon out of darkness.

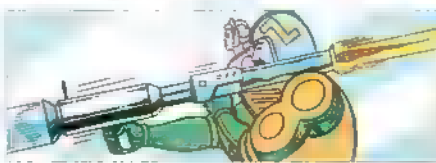
## SONAR-CODER

**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Sonar-Coder was a small Priman device for storing data.



## SONIC BAZOOKA



**1986** BRAZILIAN EDITORA ABRIL MOTU COMICS  
Created by Man-At-Arms, the Sonic Bazooka could fire explosive megablasts.

## SONIC CANNON



Evil Horde

**1986** UK MOTU COMIC MAGAZINES

The Sonic Cannon was a weapon which Hordak intended to use against the Heroic Warriors, but his plan was botched by Grizzlor.

## SONIC DISRUPTOR

Man-At-Arms

Confusing attacking creatures

**1983** FILMATION MOTU ANIMATED SERIES

Located under Man-At-Arms' armor on his right wrist, the Sonic Disruptor could confuse the minds of attacking animals.

## SONIC RESONATOR



Skeletor

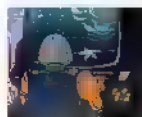
Creating holes in planetary shielding

**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Sonic Resonator was a superweapon created by Skeletor, powerful enough to create holes in Primus's shield. The villain planned to attach Sonic Resonators to the entire Mutant armada in the hopes of destroying the shield completely.

## SONOSCOPE

Detecting undersea objects



**1983** FILMATION MOTU ANIMATED SERIES

The Sonoscope was part of the trading ship piloted by Prince Adam and Man-At-Arms. It used sound waves to detect objects under the surface of the sea and displayed them on a view screen.

## SPACE PORTER

Evil Horde

TELEPORTATION

**1986** UK MOTU COMIC MAGAZINES

Hordak built the Space Porter to teleport a contingent of Horde Troopers from Etheria to Eternia.



## SPACE TRANSMITTER

Communication



**1983** FILMATION MOTU ANIMATED SERIES

The Space Transmitter was an advanced two-way radio for communicating over long distances. It could be linked to the Lango Computer.

## SPHERE OF SIGHT



**1987** GERMAN EHAPA MOTU COMICS

The Sphere of Sight, also referred to as "the Oracle," was a magic orb inside of Castle Grayskull. With its help, the Sorceress was able to reveal to the Council of Elders the right time for the next Tournament of the Brave Ones.

## SPECTOMETERS

Skeletor

Seeing through metallic walls



**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Spectometers were goggles used by Skeletor to see through metallic walls.

## SPELLSTONE

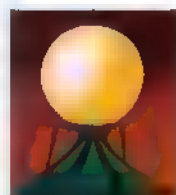
Spellstone of King Helios

Evil-Lyn

Control over the elements

**1983** FILMATION MOTU ANIMATED SERIES

The Spellstone was a small spherical stone located in the Temple of the Fire People. It gave the holder tremendous power over the elements. Evil-Lyn used it to control the weather, conjuring powerful storms.

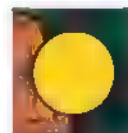


**2008** MOTU CLASSICS

In the Classics continuity, the Spellstone of King Helios was one of several magical talismans coveted by Skeletor as a means of breaching the Jaw-Bridge of Castle Grayskull, after he had overthrown King Randor and driven the Masters of the Universe into hiding as renegades.

## SPHERE OF SIZE

Reducing or restoring size of the holder



**1983** FILMATION MOTU ANIMATED SERIES

The Sphere of Size was given to He-Man by the Sorceress to allow him to pass through a very small dimensional gate. When the hand-sized yellow sphere was squeezed, the holder would be greatly reduced in size; when released, the holder would return to their usual form.

## SPHERICAL ASTROLABE

**2008** MOTU CLASSICS

The Spherical Astrolabe was a floating magical artifact kept in Castle Grayskull's Main Library and Ancient Observatory.

## SPIN BLADE

Skeletor

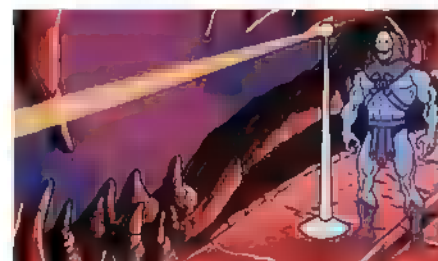
Cutting through virtually any material



**2002** MVCREATIONS COMICS

Tri-Klops invented the Spin Blade as a weapon for Skeletor. Tri-Klops claimed it could cut through ten feet of Eternian steel, which impressed Skeletor.

## SPY BEAM



**1983** FILMATION MOTU ANIMATED SERIES

Located in the mouth of Snake Mountain, Skeletor's Spy Beam was a metal staff that focused an intense beam of light across the planet and into Man-At-Arms' laboratory. Skeletor sent his electrical creature Byte to ride the beam of light straight into Man-At-Arms' Remote-Control Computer.



## SPY SCREEN

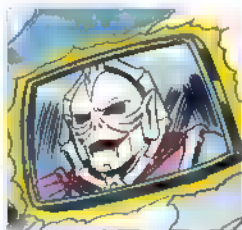
Evil Horde

### SPECIAL ABILITIES

Spying

#### 1986 UK POP COMIC MAGAZINES

The Spy Screen allowed Hordak to spy on any aboveground location throughout Etheria and was powered by Shadow Weaver's Spell of Omnipresence. It enabled Hordak to transfer his consciousness into a screen-like satellite in the sky, from which he could observe. Through a combination of hiding underground and overloading Hordak's senses by enhancing the Spy Screen to allow him to see every particle that made up all matter, She-Ra and the Great Rebellion destroyed the machine.



## SPYNOCULARS



### PRIMARY OWNERS

Skeletor

Sight over long distances

#### 1983 MOTU MINICOMICS

Skeletor's Spynoculars resembled a pair of advanced binoculars with extra handles and tubes. Incredibly powerful, they enabled him to see over vast distances.

## STAFF OF AVION

### PRIMARY OWNERSHIP

Stratos

### SPECIAL ABILITIES

Magic

#### 1983 FILMATION MOTU ANIMATED SERIES

Wielded by Stratos, the pronged Staff of Avion bore a horned skull and possessed the power to release Molkrom, the monster god of the Torgs. It also carried a curse and, if ever used for evil, would explode, taking half of Eternia with it.

#### 1983 MOTU MINICOMICS

In contrast to the Filmation series, the Emerald Staff of Avion gave the Bird People the ability to fly in the minicomics continuity. The gold staff held a green emerald on top of it. If the staff was removed from Avion, the Bird People would slowly lose the power of flight.

Skeletor used the Staff of Avion to raise and control the demon Harnesh.



## STAFF OF KA

Kobra

Sorcery

Telepathic communication with animals

Illumination

Lengthening and shortening

### PRIMARY OWNERS

Teela

Ka

Tracking

Blast power

Magic

#### 1983 MOTU MINICOMICS

Teela used her cobra staff in combat throughout the minicomics. Though it did not display much in the way of magical ability, it did provide illumination in the dark on a single occasion.

#### 1983 LADYBIRD MOTU BOOKS

Kobra was the name of Teela's red cobra-headed staff in the Ladybird books. Kobra enabled Teela to communicate with as well as control most Eternian animals, and to telepathically communicate with He-Man and the Heroic Warriors, even if they were miles away. Kobra could also produce energy blasts to defend against enemy attacks.

#### 2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

Unnamed in the MYP series, Teela's cobra staff could lengthen or shorten as needed and provided illumination from its head. She primarily used it in combat to enhance her acrobatics and evade her adversaries.



#### 2008 MOTU CLASSICS

The Staff of Ka was an ancient weapon that once belonged to the Demonic Snake Lord Ka and was used by the Snake Men during the Great Wars. Over the centuries, the staff fell into obscurity and eventually found its way into Man-At-Arms' lab, where he stored it in a broom closet.

His daughter Teela found the staff and, with his permission, adopted it as her own. As she trained with it, she discovered that it had magical properties that enabled her to track her enemies' every move.



## STAFF OF LIGHT

Staff of Illumination

### PRIMARY OWNER

Glimmer

### SPECIAL ABILITIES

Lighting the way

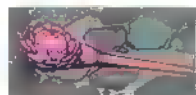
Projecting energy blasts

#### 1985 POP MINICOMICS

The Staff of Light emitted a bright glow to lead Glimmer through Etheria's dark forests.

#### 1985 GOLDEN POP BOOKS

The Golden Princess of Power books established that the Staff of Illumination needed to be charged in the sunlight, and if it ran out of energy in the dark, it would be rendered useless. In addition to providing light, it could project blasts of energy at Glimmer's enemies.

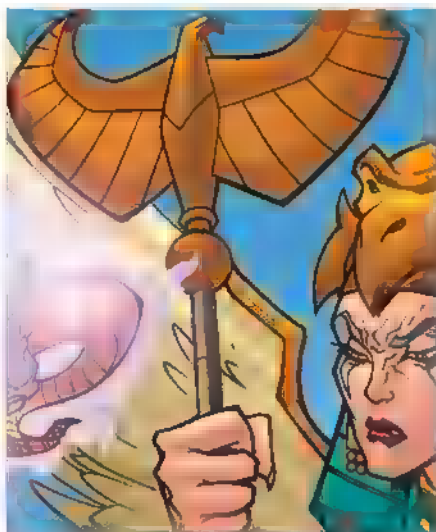


#### 1986 UK POP COMIC MAGAZINES



In the UK comics canon, the Staff of Light was the symbol of all the power of Castle Bright Moon. Glimmer received the Staff of Light from her mother, Queen Angella, on her sixteenth birthday.

## STAFF OF POWER



**PRIMARY OWNERS**  
Sorceress

## 2008 MOTU CLASSICS

The Staff of Power was the Sorceress of Grayskull's primary weapon. Wielded by an unknown number of guardians, the staff was one of five magical objects taken to the Starseed in ancient times and allowed to absorb some of the seed's powers. After the Sorceress's death, her daughter Teela wielded the staff as the new Sorceress during the Third Ultimate Battleground.

## STAFF OF TRUTH

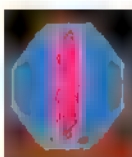
Forcing someone to tell the truth

## 1984 GERMAN MOTU AUDIO PLAYS

The Staff of Truth was a powerful magical artifact that allowed the user to force someone to tell the truth. The Spirit of Grayskull said that the staff could be found on the Islands of the Star Bridges.

## STAR GATE

Gateway between dimensions



## 1983 FILMATION MOTU ANIMATED SERIES

Located in Castle Starg, the Star Gate was an eight-sided dimensional doorway between Eternia and Lord Todd's dimension.

## STARCRYSTAL

**PRIMARY OWNERS**  
Orko

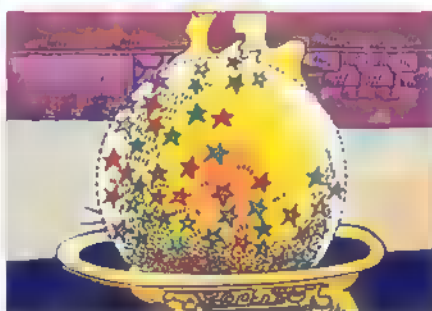
Not making one invincible



## 1983 FILMATION MOTU ANIMATED SERIES

The Starcrystal was an impressive rock which Orko claimed made one invincible. It did not.

## STARDUST



Enhancing magical objects (apparently)

## 1984 GERMAN MOTU AUDIO PLAYS

Stardust was the greatest treasure in the entire universe. Though the gleaming dust's powers remained largely unknown, its owner was said to gain great power. It appeared after one of Orko's spells unintentionally caused a cave to collapse. Skeletor immediately teleported it to his secret headquarters underneath the Evergreen Forest, where he hid some of it inside the Time Safe. Later, the Stardust stuck to the Power Sword when He-Man took his weapon out of the Time Safe. Thrown up in the air, the enhanced sword directed the heroes to Skeletor's hideout. Except for what remained on He-Man's sword, the stolen Stardust got lost forever when Skeletor's underground headquarters were destroyed.

## STARSEED

Star Seed

**PRIMARY OWNERS**  
Procrustus

Creation



## 1983 FILMATION MOTU ANIMATED SERIES

The Starseed was a small yellow sphere containing a portion of the power from the explosion which created the universe. Likely the most powerful artifact on Eternia, it could grant any wish of its holder's heart, but its power was so immense that none except He-Man could control it without becoming corrupted. Only a few Cosmic Enforcers knew the Starseed's location.

## 2008 MOTU CLASSICS

The Classics canon provided an expanded alternate backstory for the Starseed. A divine artifact taken from the Star Tree on Trolla, the Starseed was hidden by the gods in the core of Eternia. Its magic was so great that it seeped from the heart of the planet, giving rise to many powerful sorcerers on the surface. The gods left the immortal giant Procrustus to guard the Starseed, but many would continue to seek its power in the centuries that followed, including the Snake Men, at the bidding of the Unnamed One. Hordak nearly split Eternia in two with the Spell of Separation in his efforts to obtain the Starseed.

Two great citadels were built over shafts leading to the Starseed and drew from its power: the Central Tower and, later, Castle Grayskull. The Council of Elders stored the Orb of Power within Grayskull to draw on the power of the Starseed. The Overlords of Trolla had created the Sword of He to harmonize with the magic of creation used by the gods, making it and the orb the only ways to harness the Starseed's power.

Much later, when the Unnamed One succeeded in obtaining the Starseed, it brought Procrustus to the surface and sparked a massive battle. The Starseed's fate after the conflict was unclear, but it was likely returned to Procrustus to guard Eternia's core once more.

## STASIS RAY

**PRIMARY OWNERS**  
Man-At-Arms

**SPECIAL ABILITIES**  
Freezing its target



## 1983 FILMATION MOTU ANIMATED SERIES

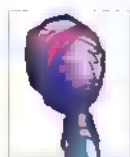
Designed by Man-At-Arms, the Stasis Ray had two handles for stability, and its ray would freeze any person or creature it struck, turning them a shade of blue.

## STELLANITE

1983 LADYBIRD MOTU BOOKS

Stellanite was a rare mineral which Man-At-Arms frequently used to power his inventions. It came from elsewhere in the universe to Eternia in the form of shooting stars. Deposits could be found buried deep in the ground, requiring a great deal of patience and skill to collect it. A high concentration of these deposits was centered around the Swamps of Skarmos.

## STONE OF NIMYAR



1985 MOTU MAGAZINES

The evil Stone of Nimyar was a powerful magical item hidden by the Ancients in the forbidden cave of the Nimyar warriors. It was dark gray with a distinctive red vein running through its

center. The Stone of Nimyar could drain the powers from any force of good that came near it. When He-Man, Man-At-Arms, and Teela came within close proximity of the stone, He-Man's strength was greatly diminished, Man-At-Arms' reasoning skills and intelligence were reduced, and Teela's agility was drained away. Orko lost his ability to float but managed to push the stone into the Great Chasm near Snake Mountain.

## STONE OF PROTECTION

She-Ra  
Light Hope

2008 MOTU CLASSICS

The Stone of Protection was a mystic gem which Light Hope infused into the hilt of the cloned Sword of He, transforming it into the Sword of Protection. It enhanced the sword's innate powers.

Over the years, the Stone of Protection changed colors, becoming red during and after She-Ra's time as Despara when possessed by the spirit of Horde Prime.

## STONE OF SECRETS

Shadow Weaver  
Zundar Goblins

Revealing secrets

1986 UK POP COMIC MAGAZINES

The Stone of Secrets was an ancient artifact which Shadow Weaver stole from the Zundar Goblins, who had themselves stolen it from an old magician. Imprisoned in the stone was an imp who was magically bound to reveal any secret requested by its holder.



## STONE RAY



Skeletor

Creating Rock Men warriors

1983 GOLDEN MOTU BOOKS

Invented by Skeletor, the Stone Ray transformed stone into Rock Men warriors. Unfortunately for the villain, they dissolved in water, which He-Man used to his advantage by diverting the raging North River to flow into Snake Mountain.

## STRIKE STICKS



Evil Mutants

Target seeking  
Explosive1990 NEW ADVENTURES OF HE-MAN  
ANIMATED SERIES

Strike Sticks were a heat seeking Mutant weapon deployed from the Mothership. Once activated, they homed in on a target and detonated.

## STUN RAY

Gargon Warriors

1983 FILMATION MOTU  
ANIMATED SERIES

Carried by many of Queen Balina's Gargon Warriors, Stun Rays were box-like weapons that could project a strong beam of energy capable of stunning an opponent.

## STUN RIFLE



1985 FILMATION POP ANIMATED SERIES

The Stun Rifle was the most frequently used weapon of the Evil Horde, wielded primarily by their Horde Troopers. The weapon was a long baton with a spherical tip from which it produced a blast of energy.

## STORMBRINGER



Destructive storm creation

1983 MOTU MINICOMICS

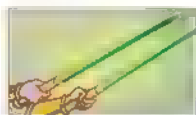
The Stormbringer was a device that caused terrible storm clouds full of lightning to erupt from the ground and rage across Eternia. This storm gathered force as it traveled, turning everything to ashes and cinders.



## STUN SWORDS

## PRIMARY OWNERS

Huntara



**1985 FILMATION POP ANIMATED SERIES**

Huntara's Stun Swords were two yellow hilts which, when activated,

emitted green energy blades.

## STUN-GUN

## PRIMARY OWNERS

Evil Warriors

## SPECIAL ABILITIES

Knocking targets unconscious

**1986 UK MOTU COMIC MAGAZINES**

The Stun-Gun was a weapon wielded by the Evil Warriors. Its shot rendered an adversary unconscious.



## SUN RAY



## PRIMARY OWNERS

Baron Condore

## SPECIAL ABILITIES

Reflecting sunlight  
Inducing weakness

**1985 FILMATION POP ANIMATED SERIES**

The Sun Ray resembled a giant magnifying glass. It absorbed sunlight and redirected it at a target, causing weakness and an inability to move. The Sun Ray was an effective weapon used by Baron Condore.

## SUN ROCK

Rock People

## SPECIAL ABILITIES

Sending aid

**1983 MOTU MINICOMICS**

The Sun Rock was a spherical yellow stone upon a pointed rock. It was located in the village of the Rock People and was imbued with cosmic forces. When Stonedar called upon the spirit of the Sun Rock, the stone glowed and brilliant spheres of light streamed out of it. These spheres could be sent to help allies.

## SUN SCARAB

## PRIMARY OWNERS

Nepthu

## SPECIAL ABILITIES

Molecular rearrangement



**1983 FILMATION MOTU ANIMATED SERIES**

Located in the Temple of the Sun on Eternia, the Sun Scarab was an artifact that gave the wielder immense power over the physical world. Sands could be transformed into living creatures, and already-living creatures could be remade into diamond statues.

**2008 MOTU CLASSICS**

The Classics continuity established that the wizard Nepthu Sencri, once a devotee of Count Marzo, attempted to use the Sun Scarab to conquer the universe but was defeated when He-Man destroyed the Scarab.

## SUNBIRD

## PRIMARY OWNERS

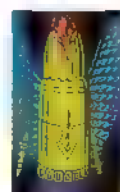
Dyr

## SPECIAL ABILITIES

Ballistic explosive

**1983 GOLDEN MOTU BOOKS**

The Sunbird was an enormously powerful missile which could explode on impact and devastate entire cities. It was built long ago by Dyr in an attempt to overthrow the Council of Elders. When Dyr was defeated, the Sunbird was broken into quarters and hidden in the four corners of Eternia.



Eons later, Skeletor and his Evil Warriors uncovered and reassembled the Sunbird, planning to use it to destroy the Royal Palace of Eternia. Fortunately, He-Man defused the weapon before it could do any damage.

## SUN-CALLER

## PRIMARY OWNERS

Evil Horde

## SPECIAL ABILITIES

Redirecting sunlight to cause death and destruction



**1986 UK MOTU COMIC MAGAZINES**

The Sun-Caller was a Horde flying machine equipped with a giant magnifying glass. Stationed in space near Eternia's sun, the machine could redirect and magnify

sunlight and was powerful enough to destroy even large mountains.

## SUN-FIRE

## PRIMARY OWNERS

Skeletor

## SPECIAL ABILITIES

Magnifying sunlight and projecting it as a destructive beam

**1986 UK MOTU COMIC MAGAZINES**

Skeletor's invention known as the Sun-Fire used a series of lenses and mirrors to collect and magnify sunlight, redirecting it as an intense and incredibly destructive ray.



## SUN-ROCKS

## SPECIAL ABILITIES

Illumination



**1986 UK MOTU COMIC MAGAZINES**

Sun-Rocks existed underground beneath the Shadow Land. They reflected light and provided illumination for those navigating through the underworld's passages.

## SUNSTONE

## SPECIAL ABILITIES

Healing  
Granting wishes



## 1983 FILMATION MOTU ANIMATED SERIES

The Sunstone was a powerful magical artifact encased within a block of Korithium. It possessed healing magic and would grant the wishes of those who came before it. The Sunstone drew its power from solar energy and needed to be charged every hundred years when the sun was in the proper alignment.

## SUPER COMPUTER

## PRIMARY OWNERS

Heroic Warriors

## SPECIAL ABILITIES

Monitoring  
Language synthesis

## 1983 LADYBIRD MOTU BOOKS

The Super Computer was housed in Castle Grayskull and was an important tool for the Heroic Warriors. It allowed them to monitor what was happening on Eternia through its optical telescope, as well as in outer space via its link to a radio telescope floating in the planet's orbit. It was connected to the heroes' vehicles and also included a



language synthesizer, which could translate any language as required.

## SWORD AMULETS

## PRIMARY OWNERS

Hordak  
Skeletor

Guiding the user to the Black Sword

## 1986 UK TWINS OF POWER MAGAZINE

The Sword Amulets were given by Horde Prime to Hordak and Skeletor when Prime sent them on a mission to find the two halves of the Black Sword. The amulets were made out of the same jeweled stone that the sword itself was fashioned from. They guided the villains to the halves of the Black Sword, alerting them when the sword was close by.

## SWORD OF ETERNITY

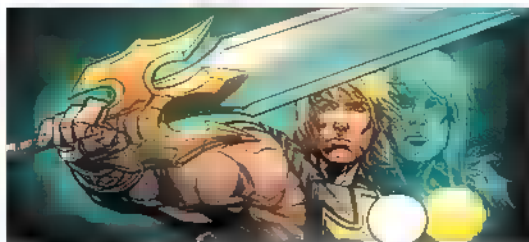


IMAGE COURTESY OF DC COMICS

He-Man

## 2012 DC MOTU COMICS

He-Man reformed the Sword of Power in the Forge of Grayskull, creating the Sword of Eternity to battle the growing threat of the Evil Horde as Hordak broke free from Despondos and returned to Eternia to take his revenge.

The Sword of Eternity contained traces of the very fires of eternity in which it was forged. By the will of the Goddess, He-Man subsequently sacrificed the Sword of Eternity at Mount Zoar, breaking the blade in half to release the eternity magic within so as to reignite the power of Mount Zoar. At the climax of

the Eternity War, Adam used the broken blade to channel the combined powers of the ages (Serpos and Zoar) and carried it like a torch back to the Forge of Grayskull to banish the magic of Horokoth that had corrupted the castle. Upon touching the fires in the forge once again, the Sword of Eternity was fully restored and more powerful than ever in the hands of He-Man, the Master of Eternity.

## SWORD OF EVIL



Black Sword

## PRIMARY OWNERS

Evil Warriors  
Evil Horde

Dark magic

## 1986 UK TWINS OF POWER MAGAZINE

The Sword of Evil, also known as the Black Sword, was forged by the rogue Elder Tyn-Mah just after Keclar, the Elders' leader, had forged the twin Swords of Power and Protection. Made from the same gemstone as the twin swords, the Sword of Evil possessed great dark magic, and it was Tyn-Mah's intention to wield it himself. Before he could, Keclar uncovered his plans and banished him to a limbo void.

Keclar split the Sword of Evil into two halves, placing one half in Castle Grayskull on Eternia and the other in the Crystal Castle on Etheria. The Sword of Evil was so powerfully malign that, when Horde Prime learned of its existence, the very fact that the forces of evil had discovered it made the sword stronger, sapping Light Hope of his strength. Horde Prime provided amulets fashioned from the

same gemstone as the sword to lead Hordak and Skeletor to the two halves.

He-Man and She-Ra were tasked with disposing of the two halves of the Sword of Evil on their respective worlds, but they failed, and the sword fell into the hands of Skeletor and Hordak. The leaders of the Evil Warriors and the Horde then presented the Sword of Evil to Horde Prime, but before he could do anything with it, He-Man and She-Ra destroyed it through the combined power of the swords of Power and Protection.

## SWORD OF HOROKOTH

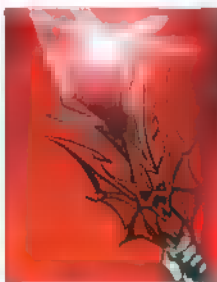


IMAGE COURTESY OF DC COMICS

## PRIMARY OWNERS

Hordak

## SPECIAL ABILITIES

Powerful evil

## 2012 DC MOTU COMICS

The Sword of Horokoth was made by Hordak in the Forge of Grayskull upon assuming a physical form and conquering Castle Grayskull. He used it to transform himself into Horokoth Hordak with new armor and powers when declaring, "By the power of darkness incarnate—I am the power!" It was to bring forth the era of Horokoth, but the sword was ultimately Hordak's undoing, as Skeletor killed him with it at the climax of their fierce battle.

# SWORD OF POWER

Sword of Grayskull  
Power Sword  
Powersword  
Power Blade  
Sword of He

He-Man/Prince Adam  
Skeletor  
He-Ro  
King Grayskull  
Dare/He-Ro II

Initiating transformation between Prince Adam and He-Man  
Initiating transformation between Cringer and Battle Cat  
Initiating transformation between Dare and He-Ro II  
Projecting energy blasts  
Healing  
Absorbing and redirecting

blasts  
Locating others  
Enveloping He-Man in energy and allowing him to float in the air  
Conducting power  
Harmonizing with the power of the Starseed



## 1982 MOTU MINICOMICS

The Power Sword was an extremely powerful magical weapon which was split in half long ago. It was said that the one who reunited the two halves would have ultimate power, magical abilities, invulnerability, and the ability to enter Castle Grayskull. In the sword's earliest depictions, both halves were hidden; later, Skeletor would already have one of them.

In addition to thirsting for power and entrance to Grayskull, Skeletor hoped that the combined halves would allow him to open a dimensional hole and bring his people to Eternia as conquerors.

In the first wave of minicomics, a legend foretold of a warrior who would unite the two halves of the Power Sword, thus claiming Grayskull's throne and the secrets of the universe. This warrior was He-Man, though he was unaware of his destiny.

managed to combine the two halves of the Power Sword, but the Goddess foiled his plans and swore to hide the sword halves elsewhere.



## 1983 FILMATION MOTU ANIMATED SERIES

In the Filmation series, the Sword of Power was closely tied to Castle Grayskull and served as a conduit for its power. It was guarded by the Sorceress for many years until bestowed upon Prince Adam to initiate his transformation into He-Man with the words "By the Power of Grayskull! I have the power!" Likewise, He-Man could return to his Prince Adam form by raising the sword and saying, "Let the power return!" When pointed at Cringer, the sword would initiate his transformation into Battle Cat.

The Sword of Power was virtually indestructible and able to cut through any substance, save for Eternium. It was entirely impervious to melting at high temperatures and could bend without breaking. It was capable of deflecting magical blasts of energy, and on rare occasions, He-Man was able to fire energy blasts from the sword. It was also a key of sorts; one could enter Castle Grayskull with it by holding it aloft and speaking the words "By the Power of Grayskull, I command the Jaw-Bridge open!" Indeed, the Sword of Power was so closely connected to Castle Grayskull that when the castle was transported into another dimension, the sword vanished as well.

During He-Man's adventures, the Sword of Power became one with the Sword of the Ancients, though its appearance and powers did not seem to change because of this.



## 1982 DC MOTU MINICOMICS

In the second wave of minicomics, He-Man and Skeletor each had one half of the Power Sword. These halves were formidable weapons in their own right, allowing Skeletor to project bolts of mystical energy and use his half of the sword as a conduit for his own dark spells.

## 1982 DC MOTU COMICS

As in the preceding minicomics, both halves of the Power Sword were required for entry into Castle Grayskull. In the DC comics' canon, Skeletor already wielded one half and discovered that the second half was hidden on Earth; he attempted to travel to Earth and unite them but was foiled by Superman. Later, the halves were housed for a time within Grayskull, creating a paradox in which the keys to Grayskull were locked inside the castle itself. Skeletor eventually







### 1983 MOTU MINICOMICS

Consistent with the Filmation series, the minicomics further stated that the Sword of Power had been created long ago by the Ancients, to assist the forces of good.

### 1983 KID STUFF MOTU RECORDS

In the Kid Stuff Records stories, the sword, referred to as the Sword of Power, was a magical weapon given to Prince Adam by the Sorceress of Grayskull. He kept it always at his side and used it to transform into He-Man with the phrase "By the power of Castle Grayskull!" This also triggered Cringer's simultaneous transformation into Battle Cat.

In this continuity the Sword of Power would burn anyone else who tried to touch it.



### 1983 GOLDEN MOTU BOOKS

Also referred to as the Power Sword and the Sword of Grayskull, in the early Golden canon the Sword of Power was portrayed as a mystical sword split into two halves. Skeletor's goal was to acquire He-Man's half of the Sword of Power, so he could combine both halves of the sword, creating the Ultimate Sword of Power. Once the two halves of the Sword of Power were joined, it would become the only key that could open Castle Grayskull's Jaw-Bridge, and thus gain access to the mystical power and knowledge within the castle.

In the later Golden books, the continuity changed to align with Filmation canon, dropping the two-halved sword concept in favor of being the means by which Prince Adam invoked the Power of Grayskull to transform into He-Man.

### 1983 LADYBIRD MOTU BOOKS

Mostly consistent with the Filmation canon, the Ladybird books referred to the sword as the Power Blade. Only those who were good could touch it, as the sword's tremendous power burned evildoers.

In the Ladybird continuity, Skeletor also possessed his own purple version of the Sword of Power.



### 1983 ITALIAN PIÙ COMIC MAGAZINES

In the early issues of the Italian Più comic magazines, Skeletor possessed one half of the Power Sword. The other half of the sword was embedded in a rock within the well-guarded confines of Castle Grayskull. By combining both halves of the Power Sword, one could attain limitless power. Later, the comic story lines changed to more closely parallel the Filmation cartoon, and the Power Sword became the means by which Prince Adam could transform into He-Man.



### 1984 UK WORLD MOTU ANNUALS

Uniquely in the World annuals' canon, the Sword of Power remained invisible until Prince Adam transformed into He-Man, which was achieved by striking the sword against any stone surface and then holding it aloft with the incantation "By the Power of Grayskull!" The sword also had the power to unleash a bolt of electricity at He-Man's enemies.



### 1984 GERMAN MOTU AUDIO PLAYS

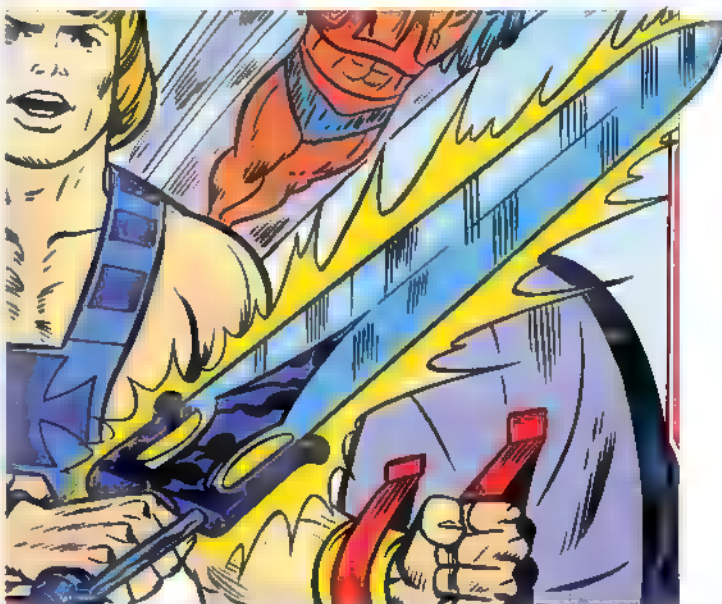
Known as the Power Sword in the German audio plays, the sword had its typical abilities to transform Prince Adam and gain entry into Castle Grayskull in combination with magical words.



In this continuity, the Sword of Power became coated with Stardust, a powerful substance, when both were stored in the Time Safe.

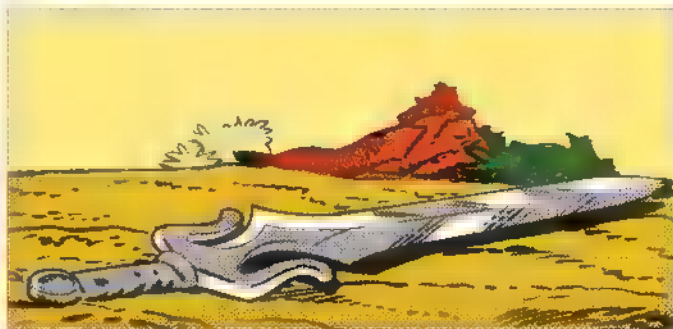
### 1984 GERMAN INTERPART-CONDOR MOTU COMICS

The Interpart-Condor comics' continuity was largely consistent with Filmation's portrayal of the sword's abilities to transform Adam and gain access to Grayskull. It was described as probably being the most powerful weapon in the universe.



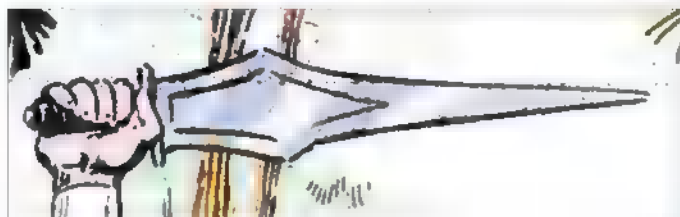
### 1986 MARVEL STAR MOTU COMICS

The Marvel Star comics' canon stated that only He-Man could wield the Sword of Power, which was capable of firing blasts of energy, and that even fellow Heroic Warriors were unable to touch the blade. When the sword was accidentally transported thirty years into the future, an alternate timeline was created in which Skeletor was victorious when Adam was thus unable to transform into He-Man.



**1986 MOTU NEWSPAPER STRIPS**

The newspaper strips revealed that the Sword of Power's magic made it invisible when sheathed by Adam. The only way to destroy the sword was to perform a dishonorable deed using the Power of Grayskull.

**1986 UK MOTU COMIC MAGAZINES**

It was established in the UK comics' canon that the Sword of Power had been forged many centuries ago by the Elders of Eternia, who had created it from a fragment of an extremely powerful jeweled meteor they had brought down to Eternia. The Elders' leader, Keclar, foretold that one day in Eternia's future, a hero would be given

the Sword of Power to wield it in defense of Eternia. When Skeletor broke through the Mystic Wall, the Sorceress selected Prince Adam to receive the sword and become the hero foretold by the Elders.

In addition to its usual abilities, the Sword of Power could alert He-Man to nearby villains, reverse the effects of many evil spells, deflect energy blasts, and allow He-Man to call on the Elders in desperate times. As in some other continuities, the sword could only be used by He-Man, and in this canon it would emit a blast of flame to burn the hands of any evildoer who attempted to use it.

**1986 BRAZILIAN EDITORA ABRIL MOTU COMICS**

In the Brazilian Editora Abril comics, the Sword of Power possessed additional interesting powers. For instance, He-Man could use the sword to locate people. When this power was used, the sword glowed and led He-Man to the person he was seeking. In at least

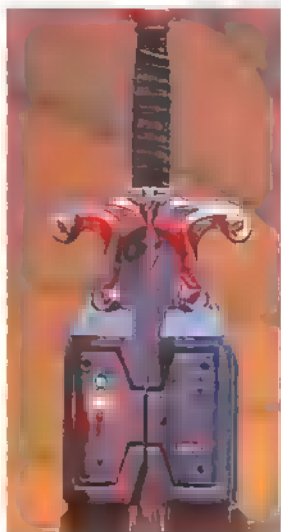
one instance, the sword surrounded He-Man with mystical energy which allowed him to levitate.

**1987 MOTU FILM**

Referred to in the film as the Sword of Grayskull, He-Man's sword had a unique design that featured a silver blade and gold hilt.

It was implied that the sword was necessary for the complete transfer of the powers of the universe into Skeletor, and so he set out to obtain it from He-Man. Upon capturing him, Skeletor placed the sword into a locking slot by the throne, situated in front of the Great Eye of the Galaxy, suggesting some functional connection.

When He-Man escaped and reclaimed his sword, holding it aloft and calling "I have the power!" reenergized the hero, and he subsequently used it to break Skeletor's Havoc Staff, thus returning the powers of the universe to Castle Grayskull and stripping the villain of his new, god-like form.

**1987 GERMAN EHAPA MOTU COMICS**

In this continuity, it was established that when He-Man traveled to Denebria and pushed the Power Sword into the Crystal Cone, his weapon's shape changed drastically.

**1987 ITALIAN MAGIC BOY MAGAZINES**

The Sword of Power displayed some interesting abilities in the latter half of the Italian *Magic Boy* comics. When Adam permanently transformed into He-Man and went to the planet Primus in the future, he discovered that his sword could absorb energy. When one of Skeletor's blasts was directed at He-Man, the Sword of Power absorbed it and then sent the blast back at Skeletor. The sword also seemed alive, and when He-Man was grievously injured by Skeletor in one ad-

venture, it seemed to beckon to Icarius so that he could bring the mystic weapon to He-Man. The sword also possessed healing powers, and in one instance, He-Man used it to heal the injuries of a Denebrian human enslaved by the Mutants.

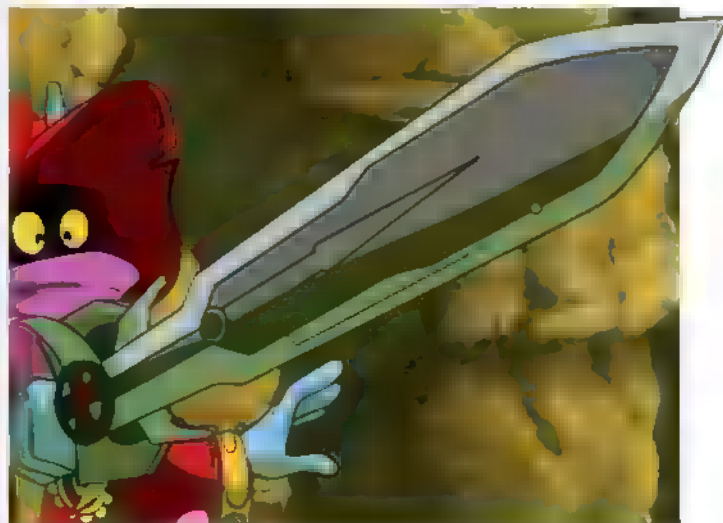
**1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES**

He-Man took the Sword of Power, which had a very different, more high-tech appearance in this continuity, with him when he went into the future. The words required to initiate the transformation changed. Raising his sword and shouting, "By the power of Eternia! I have the power!" transformed Adam into He-Man.

This canon still portrayed the sword as being very powerful, enabling He-Man to discharge beams of energy and to channel the Power of the Good and the Way of the Magic.

**2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES**

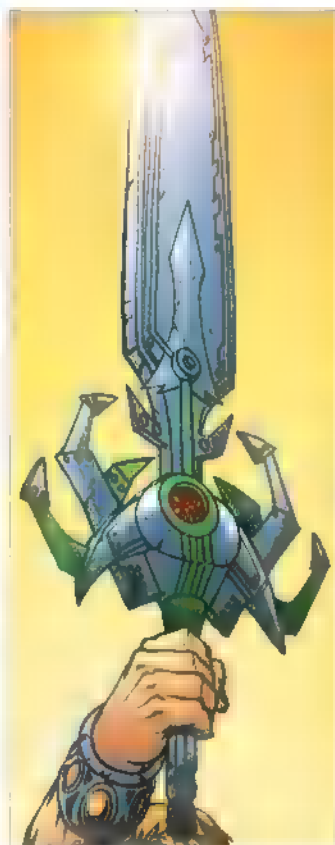
This animated series presented a radically redesigned Sword of Power with a more elaborate and mechanical appearance, a larger blade, a more complex





hilt, and technical details. The MYP canon established a great deal of unique history for this version, with the Sword of Power portrayed as an ancient weapon inherited by Prince Adam from his ancestor King Grayskull, who had wielded it against the Horde and the Snake Men long ago. Upon his death, King Grayskull infused the sword with his spirit, lending his strength, kindness, and wisdom to his descendant Adam whenever his ancestral name was invoked. The sword was presented to Adam in a special box by the Sorceress.

The sword would shrink and retract somewhat when wielded by Prince Adam, only to grow and have its hilt unfurl when transforming him into He-Man. In extreme circumstances the blade itself could also split open to reveal a green crystal at its center, which He-Man activated when the enormous snake deity Serpos threatened Castle Grayskull. He-Man used the sword's power in this configuration to destroy the beast's body and called forth the Elders to return its spirit back to its stone prison.



## 2002 MVCREATIONS MOTU COMICS

This canon portrayed the Power Sword consistently with the MYP animated series; it was shown to be almost too heavy to be lifted by Prince Adam in its unshrunk form. As in the Filmation continuity, He-Man could use the sword to gain access to Castle Grayskull by speaking the phrase "By the Power of Grayskull, I command the Jaw-Bridge open!"

## 2008 MOTU CLASSICS

The Classics canon provided a complex and rich history for the Sword of Power in an attempt to mix elements from the stories about it in various prior continuities, as well as adding many entirely new elements.

Known uniquely in this canon as the Sword of He, as well as more commonly the Sword of Power, it was a powerful weapon created on Trolla by the Overlords of the Timeless Dimension and infused with the power of the universe. The sword was intended to protect the Aura of the Gods and the Star Tree from evil.

The Overlords, concerned with the encroaching Horde Empire in the Dimension of Eternia, gave the sword to their Cosmic Warriors, whom they chose anew in every generation, and assigned ■ Trollan to act as a guide to each. They sent the Cosmic Warrior Ro to defeat Horde Prime with the sword.

Later on Eternia, the power of the Starseed enhanced the Sword of He's magic, and when Ro, now He-Ro, died, he passed the sword on to King Grayskull. In turn Grayskull defeated the Horde and the Snake Men but lost his life as well, and as he did, Grayskull magically passed his essence into the Sword of He so that thereafter only his heirs could wield it and harness the power of the universe.

Grayskull left the weapon ■ the care of his widow, Veena, and his Council of Elders, who, to keep the blade on Eternia where it could protect the Starseed, made a bargain with the Overlords of Trolla, sending Zodac, one of their own, to become a Cosmic Enforcer. The council also transferred and combined the magic of the sword with their wisdom inside the Great Orb. Grayskull's spirit instructed them to split the Sword of He in two, as an additional precaution. Veena meanwhile guarded the orb ■ the castle while her apprentice, the immortal goddess Sharella, selected worthy warriors to guard the two halves of the sword. The guardians became known as "He-Men."

Over the centuries, the Sword of He was passed down from warrior to warrior, appearing to change in color with each guardian. It became blue

when the northern He-Man Vikor used the sword to fight the Fighting Foe Men. Later the sword turned black when held by the warrior Wun-Dar. Five thousand years later, the Jungle He-Man, Oo-Larr, wielded the sword, then green, against Skeletor. Oo-Larr was the He-Man when the Twins of Destiny were born to King Randor and Queen Marlena. The Sorceress at the time, Teela Na, commanded Oo-Larr to bring the sword halves to Castle Grayskull, where she temporarily combined them and, with some help, cloned the complete sword to create the Sword of Protection, so that both twins could wield the Power.

Upon his coming of age, Adam inherited the quest for the halves of the Sword of He, armed with an electronic version of the Power Sword created by Man-At-Arms. One of the two halves of the Sword of He fell into Skeletor's possession and became purple under his power, but eventually Adam obtained both halves and united them, becoming He-Man. Prince Adam was the first one to actually tap into the power. When He-Man later left Eternia to join the Galactic Protectors, the Sword of He changed its appearance, becoming a green blade of energy atop an altered metal hilt.

Many years later, He-Man returned to Eternia to assume the throne. Wishing to prove it was time for peace, King He-Man placed the Sword of He, which had returned to its original form, inside the Energy Anvil ■ Castle Grayskull's Main Library and Ancient Observatory. When Despara attacked Eternia, He-Man wielded the aged electronic version of the Sword of Power while his son Dare, seeing his father in danger, retrieved the Sword of He from the Energy Anvil and called upon the Power of He-Man to become He-Ro II, the newest defender of Eternia.

When the Unnamed One destroyed the Great Orb and Castle Grayskull, the Sword of He became ■ direct link to the Starseed. Dare continued to wield the Sword of He as He-Ro II while traveling through time, in both the past and future.

## 2012 DC MOTU COMICS

In the 2012 DC comics' continuity, the Sword of Power was originally forged by King Grayskull himself, inside the Forge of Grayskull, to be the ultimate weapon as well as the bringer of peace. It was used to defeat Hordak and banish the Evil Horde to Despondos.

Generations later, when the time was right, Prince Adam claimed the sword to channel the Power of Grayskull and become He-Man, the defender of Eternia and the most powerful man in the universe.

Later, at the prompting of the Sorceress, and guided by the spirit of King Grayskull, He-Man re-forged the Sword of Power into a new sword: the Sword of Eternity.



IMAGE COURTESY OF DC COMICS

SEE ■ SWORD OF ETERNITY

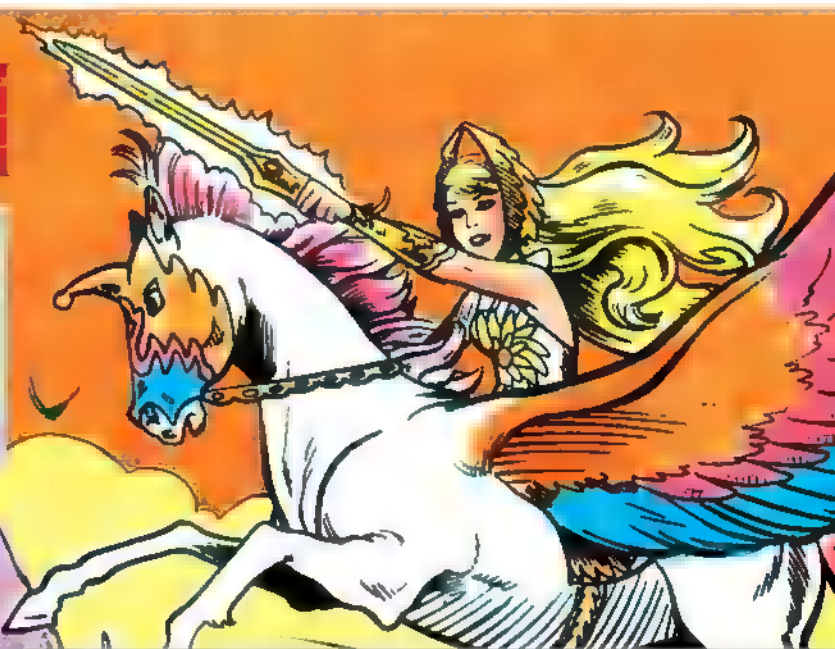


# SWORD OF PROTECTION

She-Ra/Adora

Initiating transformation between Adora and She-Ra  
Initiating transformation between Spirit and Swift Wind

Conducting the Power of Grayskull  
Communicating with the Sorceress  
Transforming into various tools



## 1985 FILMATION POP ANIMATED SERIES

Like the Sword of Power, the Sword of Protection was kept by the guardians of Castle Grayskull for many years until Adora ac-

quired it and transformed into She-Ra by raising it aloft and crying, "For the honor of Grayskull! I am She-Ra!" It also initiated the transformation between Spirit and Swift Wind.

It resembled the Sword of Power but also had a blue jewel embedded in its hilt. Many of its additional capabilities, in comparison to the Sword of Power, may be attributed to this jewel. The sword could transform into virtually anything She-Ra commanded, such as a shield, a chain, a rope, or even a blade of flame, and the limits of this power were unclear. The jewel could project bright beams of light and, additionally, allowed She-Ra to communicate with the Sorceress on Eternia.

## 1985 POP MINICOMICS

The minicomics continuity portrayed the Sword of Protection with additional powers: it could slow She-Ra's fall from a great height, break dark curses, conjure storms, transform evil beasts into stone, and project bolts of mystical energy.

The Sword of Protection was closely linked to the Sword of Power, and when He-Man and She-Ra first met, the two swords rose into the air, crossed, and were surrounded with mystical energy.



## 1985 GOLDEN POP BOOKS

Though mostly consistent with other canons, the Golden books depicted the Sword of Protection as alternately gold or silver.

## 1985 LADYBIRD POP BOOKS

The Ladybird canon was largely consistent with other continuities' portrayals of the sword. Also known simply as the Sword of She-Ra, in this canon it displayed the ability to unleash bolts of energy from its tip and would glow to warn She-Ra of danger when enemies were nearby.



## 1984 UK WORLD MOTU ANNUALS

The World annuals continuity described the Sword of Protection as essentially consistent with that of the Filmation canon.

## 1986 GERMAN POP AUDIO PLAYS

The German audio plays gave the sword a wide range of powers in addition to transforming Adora into She-Ra. Through the sword's magic, She-Ra could heal wounds, break curses, or even improve Loo-Kee's flute playing. Through the jewel embedded in its hilt, she could see the past or future.

## 1986 UK TWINS OF POWER MAGAZINE

The UK comics established that the Sword of Protection had been forged centuries ago by the Elders of Eternia, who had created it, along with the Sword of Power, from a fragment of an extremely powerful jeweled meteor they had brought down to Eternia. The Elders' leader, Keclar, foretold that one day, two heroes would be given the Swords of Power and Protection to wield in defense of Eternia and Etheria.

When Adora became She-Ra, the Sword of Protection exhibited many of the same powers previously depicted in earlier canons. Additionally, she could communicate with Light Hope through the stone embedded in its hilt.

## 2008 MOTU CLASSICS

The Classics canon provided a great many new and different details about the history of the Sword of Protection. When the Twins of Destiny were born, the Sorceress commanded Oo-Larr to bring the two halves of the Sword of He to Castle Grayskull to temporarily reunite and clone them, so that both twins might wield the Power of Grayskull. The magical protector Light Hope infused the Stone of Protection into the cloned sword, thus making it the Sword of Protection.

In time, She-Ra learned to harness new powers and created the Bubble Power armor, and the Sword of Protection changed; it grew larger, and its stone became star shaped and magenta. Later, when She-Ra wielded the sword in the Tri-Solar System, the Sword of Protection changed its appearance again and had a blade of pure energy with a blue stone in the metal hilt. When She-Ra was possessed by Horde Prime, the Sword of Protection changed in appearance to display a red stone, which she wielded in her new identity as Despara.

## 2012 DC MOTU COMICS

The 2012 DC comics provided their own unique take on the Sword of Protection. Forged a secret long ago by King Grayskull, the Sword of Protection was created in the Forge of Grayskull to temper the Sword of Power and included a red gem.



IMAGE COURTESY OF DC COMICS

The sword was stolen by Saryn, Grayskull's assassin, and was lost for millennia until Adora came to claim it. Linked to the Sword of Power, the Sword of Protection transformed as Adora became She-Ra. As the Sword of Power had been reformed by He-Man, so, too, the Sword of Protection remade itself.

At the climax of the Eternity War, She-Ra was able to transform the sword with the incantation "sword to shield," but after using this massive amount of energy, the sword reverted to its former incarnation. Upon fighting the spirit of Hordak, She-Ra used the Sword of Protection's red gem that was formed from the same primordial lava as the Eyes of Grayskull, to destroy the Eyes and turn the tide of the battle.

## SWORD OF SAZ

Chief Carnivus

2008 MOTU CLASSICS

Chief Carnivus's primary weapon was known as the Sword of Saz.

## SWORD OF THE ANCIENTS



1983 FILMATION MOTU ANIMATED SERIES

The Sword of the Ancients was a powerful artifact that had been placed in a boulder of quartz and buried beneath Snake Mountain long ago. It was equal to the Sword of Power, though the nature of its own powers was left largely a mystery. The sword could levitate and speak, and when it came into proximity with the Sword of Power, it merged with it.

1983 MOTU MINICOMICS

In contrast to the Filmation series, the minicomics stated that the Sword of the Ancients was a

powerful weapon stolen by Skeletor many years ago. The Sword of the Ancients bore a striking resemblance to the Sword of Power. It was buried in the labyrinth beneath Snake Mountain and, like in the Filmation series, it was encased in quartz.

Those who wore the Masks of Power were compelled to search for it. Only the wise, the brave, and the just could wield it. After retrieving the Sword of the Ancients, He-Man returned the sword to its rightful place, deep underground.



## SYNERGETIC TIME MACHINE

Rohad  
Man-At-Arms

Time travel

1983 FILMATION MOTU ANIMATED SERIES

Theorizing that time travel was possible, Rohad and a younger Man-At-Arms built the Synergetic Time Machine. It resembled a long glass tube, with a set of complex controls and instruments at one end.



## TABLET OF THE LOST MAGES



Skeletor  
Beast Man

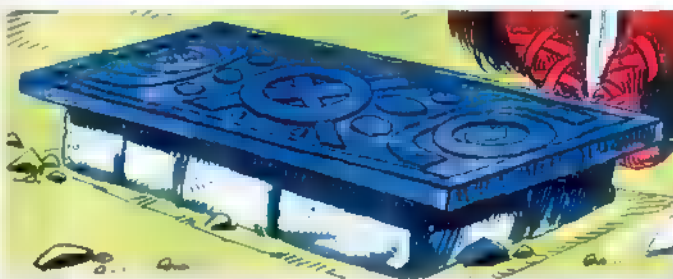
1984 GERMAN MOTU  
AUDIO PLAYS

The Tablet of the Lost Mages contained inscriptions describing how to build a horrifying machine of destruction. Many years ago, it was discovered by Beast Man, who was an intelligent scientist at that time. Realizing its dangers and unable to destroy the magical tablet, Beast Man instead changed its inscriptions before hurling it into a volcano so it wouldn't fall into Skeletor's hands.

Webstor subsequently found the tablet in the then-inactive volcano and delivered it to Skeletor, who used its instructions to build a machine which almost sank the entire planet's landmass beneath the water, before He-Man shut it down.

The tablet also contained a crystal which allowed Skeletor to communicate directly with one of the Lost Mages. Ultimately, He-Man threw it into the Volcano of the Endless Depths, where it was destroyed.

## TABLET OF TRUTH



Shadow Weaver

Compelling the target to speak truth

1986 UK POP COMIC MAGAZINES

The Tablet of Truth was an ancient artifact that forced anyone it was used on to truthfully answer any question asked of them. Shadow Weaver stole this tablet from where it was guarded at the top of a remote mountain and attempted to use it to discover She-Ra's secret identity.

## TALISMAN OF SIGHT

Skeletor

Inducing blindness

1986 UK MOTU COMIC MAGAZINES

The Talisman of Sight was a magical artifact which induced blindness in anyone at whom it was aimed. Although Skeletor successfully used it to blind He-Man and the Heroic Warriors, when Buzz-Off swiped the talisman from his grasp, the broken contact between the villain and the artifact caused its blinding effects to wear off.





## TALISMANS OF THE SEA, SKY, AND COSMOS



1982 DC MOTU COMICS

The Talismans of the Sea, Sky, and Cosmos were respectively marked with the symbols of a fish, a bird, and a star. When combined, they would lead whoever held them to the two halves of the Sword of Power.

## TARGETING COMPUTER



Man-At-Arms

Computerized bodily guidance

1986 MARVEL STAR MOTU COMICS

Man-At-Arms' Targeting Computer was a piece of technology worn by the user and synced to an orbiting satellite. When the user donned a helmet, the activated Targeting Computer could guide the wearer's body precisely. He-Man used this technology to accurately hurl a gem 150 miles across Eternia.

## TECHNO-ORGANIC VIRUS

2008 MOTU CLASSICS

The Techno-Organic Virus was a superweapon created by Horde Prime to destroy the Cosmic Warrior Ro. Once infected, Ro fell through a vortex to Eternia, where Eldor rescued him and placed him in a magic pool. The pool drained the virus from his body but transferred it to the planet itself.

Evil Horde

Memory erasure  
Promoting growth of  
cybernetic parts

During the Great Wars, the virus spread across Eternia, transforming the planet into a unique blend of magic and technology. The dinosaur herds of the giants began forming cybernetic parts as the virus infected them, forcing the giants to leave their home in search of a cure. The infected dinosaurs made very effective war beasts during the wars and were made into steeds by the combatants. Among these were the Bionatops and the Turbodactyl.

During the Second Ultimate Battleground, Skeletor defeated Hordak but received a fatal blow. To survive, Skeletor absorbed the Techno-Organic Virus from the Bionatops which He-Man had brought with him through time, becoming a powerful cyborg imbued with Hordak's powers.

## TELEPORT BOMB

Skeletor  
Hordak

Teleportation

1986 UK MOTU COMIC MAGAZINES

In a joint effort to crush He-Man and the Heroic Warriors, Skeletor and Hordak built the Teleport Bomb. The machine was designed to explode, teleporting those nearby to another world and leaving them stranded there. Fortunately, He-Man managed to use his sword to destroy this nefarious weapon.

## TELEPORTATION RAY



Skeletor

Teleporting target to unknown  
dimensions

1983 FILMATION MOTU ANIMATED SERIES

The Teleportation Ray looked like an offensive weapon. Its beam teleported the target to dimensions unknown.

## TELEPORTATION MACHINE

Hordak

Teleporting the user to any location

1986 UK MOTU  
COMIC MAGAZINES

When Hordak was betrayed by his student Skeletor and stranded alone on a lifeless moon, he used the remaining parts from his Horde Troopers, which had been destroyed by Skeletor, to build a Teleportation Machine. The machine took him many years to build, but once it was complete, Hordak used the machine to pursue Skeletor to Eternia.

## TELE-SCREEN



Heroic Warriors

Telecommunication with other planets

1986 UK MOTU COMIC MAGAZINES

The Tele-Screen was used by the Heroic Warriors to communicate with residents of alien worlds. Orko used the Tele-Screen to contact his friend Auburnia, the sorceress from the planet of Amazonia.



## TEMPERIC OIL PAINT

Helm



**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES  
Temperic Oil Paint was used by Helm to paint his magical pictures.

## TERROR CLAWS

Terror Claws of Allocca

Skeletor

**1983** MOTU MINICOMICS

The Terror Claws were purple metallic gauntlets forged by Spikor for Skeletor. They had sharp claws at their elongated fingertips and seemed to increase Skeletor's strength.



**1986** MARVEL STAR MOTU COMICS

Skeletor's Terror Claws of Allocca were part of an attempt to breach the walls of Castle Grayskull in the Marvel Star comics. He also used them in concert with an additional snapping dragon weapon.



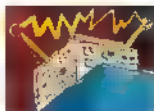
## THOUGHT MACHINE

Ver-Dant  
Skeletor

Mind control

**1983** GOLDEN MOTU BOOKS

The Thought Machine controlled the minds of any who came too close to its beautiful artificial flowers. Skeletor obtained the device from Ver-Dant, but it was rendered useless when He-Man and Moss Man destroyed the flower components.



## TIME BEAM



Evil Horde

Stopping time

**1985** MOTU MAGAZINES

The Time Beam was a rod-shaped device employed by Hordak and Catra. Anything caught within its influence was instantly frozen in time.

## TIME BOMB

Skeletor

Transporting through time

**1986** MARVEL STAR MOTU COMICS

The Time Bomb was a silver cylindrical weapon deployed by Skeletor to transport He-Man into the future. In an attempt to foil Skeletor's plot, Prince Adam threw the Sword of Power at the bomb, thereby detonating it. But in doing so Adam unwittingly transported the sword thirty years into the future, thus creating an alternate timeline in which he had been unable to transform into He-Man for three decades.



## TIME DISPLACER

Hordak

Transporting into the past

**1986** UK MOTU COMIC MAGAZINES



Hordak's Time Displacer was a device worn on his wrist. With a single zap, he transported He-Man and Man-At-Arms back to a time before technology existed on Eternia, an era from which he believed they could not escape.

## TIME MACHINE

Giants

Time travel

**1984** GERMAN MOTU AUDIO PLAYS

The Time Machine stood in the giants' ancient ruins in the Sands of Time, the last relic to attest to their technological achievements. When Eternia was threatened by a black sun which was on a collision course with the planet, He-Man used the ancient Time Machine to move Eternia's entire solar system a few seconds out of time and out of harm's way.

## TIME PORTAL

Hordak

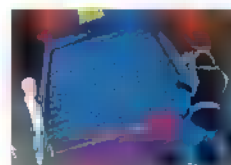
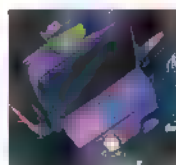
Transporting ancient beasts to the present



**1986** UK MOTU COMIC MAGAZINES

Hordak's Time Portal machine was designed to transport the great beasts of Eternia's ancient past to the present. Hordak set these beasts upon the Royal City, before He-Man destroyed the machine and sent the beasts back to their own time period.

## TIME TRANSFORMER



Professor Tempus

Changing history

**1985** FILMATION POP ANIMATED SERIES

Professor Tempus's invention of the Time Transformer allowed him to view events of the past on a screen and "redraw" them using a light-pen pointer. The power of the Time Transformer made these revised events a permanent fixture in history.

## TIME WHEEL

Sylcons

Time travel



**1983 FILMATION MOTU ANIMATED SERIES**

Built by the Sylcon army and housed in their ancient temple, the Time Wheel had a crank which, when turned, caused it to emit an ethereal glow and allowed one to access any point in time.

## TIME-BOMB

Polk

Teleportation across time, space, and dimensions

**1986 UK MOTU COMIC MAGAZINES**

Polk's Time-Bomb allowed him to teleport large groups through time, across space, and between dimensions. He used it to assemble an army and bring the Heroic and Evil Warriors of Eternia to his own dimension, as well as sending them into Eternia's past when they proved too troublesome.

## TIME-SAFE



**1984 GERMAN MOTU AUDIO PLAYS**

The Time-Safe was located under the Evergreen Forest and appeared as a black disk. It was a hole in reality, inside which objects could be stored in a space out of time. Skeletor used it to store both the Stardust and the Sword of Power which he had stolen. When Skeletor fell into the Time-Safe during a battle, he was trapped there until Man-At-Arms used the Timesling to open it once more.

## TIME-SCAN MACHINE

Horde Prime

Revealing the history of any object



**1986 UK TWINS OF POWER MAGAZINE**

Horde Prime's Time-Scan Machine would scan any object placed within it and display its history on a view screen. When he scanned the Gem-Stone of Power, he discovered the origins of the Sword of Power and the Sword of Protection, as well as the existence of the Sword of Evil.

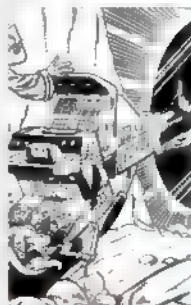
## TIMESLING

Man-At-Arms

Attuning to and opening time fields

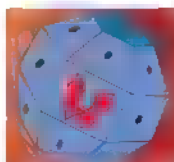
**1984 GERMAN MOTU AUDIO PLAYS**

Man-At-Arms' Timesling attuned itself to the Time-Safe under the Evergreen Forest and allowed the heroes to open it, retrieving the Sword of Power and releasing Skeletor from his imprisonment inside.



## TIMESTOP DEVICE

Evil Horde



**1985 FILMATION POP ANIMATED SERIES**

Powered by Parthax, the most potent element on Horde World, Hordak's Timestop Device had the ability to freeze time for a selected location. The intensity of its effect was such that even an object in free fall would halt, suspended in the air. Once activated, the box-shaped machine itself was also in a state of stasis, and thus could not be tampered with.

## TOWER TOOLS



Man-At-Arms

**1986 MOTU MARVEL STAR COMICS**

The Tower Tools were invented by Man-At-Arms for the use of the Heroic Warriors. Each featured a large claw at the end of a long, mechanical arm. They were designed to grab things out of reach.

## TRACTOR BEAM (I)

Ogres

Pulling aircraft out of the sky

**1983 FILMATION MOTU ANIMATED SERIES**

The Ogres of the Mystic Mountains used their Tractor Beam to pull aircraft out of the sky at great speed. The machine seated two operators.



## TRACTOR BEAM (II)

Evil Mutants

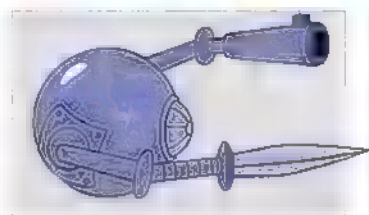
Towing cities



**1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES**

The Tractor Beam was a relatively new addition to the Mutant Mothership and could entrap and tow entire cities to another location. The Mutants used it to destroy the village of Zaphor. They would have used it to tow Levitan into space had the rebels of Primus not used the Reverse Particle Enhancer to destroy it.

## TRAINING ROBOT



Man-At-Arms

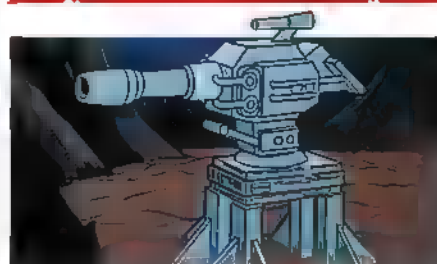
Levitation  
Fencing  
Projecting laser blasts

**1983** FILMATION MOTU ANIMATED SERIES

Designed by Man-At-Arms, the cyclopean Training Robot was a levitating sphere with two arms, one of which wielded a sword while the other could fire laser blasts. It was designed to test one's combat abilities, especially swordsmanship. Though devoid of personality, it would get carried away at times and become relentless. A lever on its back could shut it down.



## TRANSPORTER RAY



Teleportation to Mero

**1983** FILMATION MOTU ANIMATED SERIES

The Transporter Ray was a complicated device on a stand that projected a beam to transport any person or creature to the planet Mero.

## TRANSIUM ORE

**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Transium Ore was one of the most valuable resources in the Tri-Solar Galaxy and was used primarily to power starships but could also function as an explosive in large quantities.



## TRANSMUTATOR

Zikran

Molecular manipulation



**1983** FILMATION MOTU ANIMATED SERIES

The Transmutator was a powerful device invented by the scientist Zikran. It could, despite its unassuming appearance, manipulate the molecular structure of anything. It was capable, for instance, of turning trees into solid gold or shrinking the entire Royal Palace of Eternia.

## TRANS-SCREEN

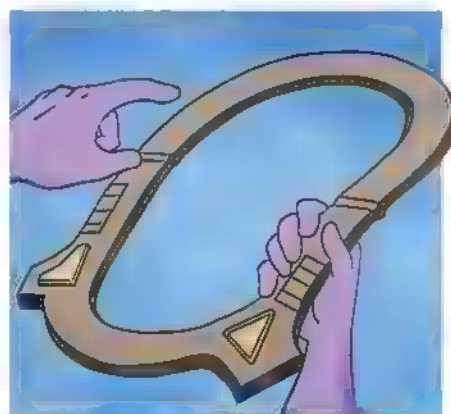
Blower People

Displaying events happening elsewhere in the universe

**1986** UK POP COMIC MAGAZINES

The Trans-Screen was used by the Blower People to show She-Ra the damage their escaped hurricane from the Blower Dimension was doing on Etheria.

## TRANSLATEALCON



Alcon

Translation of alien languages

**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Translatealcon was a device created by Alcon to translate alien languages.

## TRANSPORT BEAM



Man-At-Arms

Teleportation

**1985** FILMATION MOTU/POP ANIMATED CHRISTMAS SPECIAL

Man-At-Arms' Transport Beam could reach across space to teleport those who stood in a glowing field of light back to the beam's source. It could reach as far as the planet Earth from Eternia.

## TRIAD OF DISCIDIUM

Evil Horde

Enabling the casting of the Spell Wof Separation

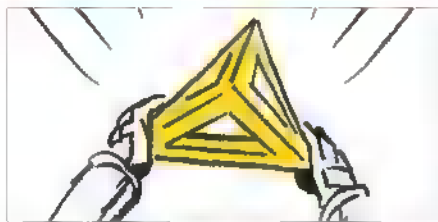


**2002** MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

In Eternia's distant past, Hordak commanded his Horde Wraiths to construct the Triad of Discidium, in order to invoke the Spell of Separation at the Well of Darkness. A powerful artifact, it was built from three pieces joined together at the well and placed in an inscribed platform. When the spell was stopped, the Triad's indestructible components were hidden in three separate locations. Many years later, they were rediscovered by Two Bad, who mistakenly believed the spell would lift Skeletor's curse and restore Tuvor and Baddhra to their original forms.



## TRIANGLE OF TELOSSI



### SPECIAL ABILITIES

Enabling the pure of heart to cast spells

### 1986 UK MOTU COMIC MAGAZINES

The Triangle of Telossi lay at the top of the Mountain of Telossi and could only be reached by climbing a steep staircase up the side of the peak. It was a mystical artifact which could only be used by the pure of heart to cast powerful spells. He-Man used it to freeze Skeletor and the Evil Warriors before placing the triangle in Castle Grayskull for safekeeping.

## TRIFUSIUM CRYSTAL

### PRIMARY OWNERS

People of Primus

### SPECIAL ABILITIES

Atmospheric regulation



### 1989 HE-MAN MINICOMICS

The Trifusium Crystal was a gem that controlled the atmosphere on Primus. Without it, the atmosphere would thin and global temperatures would rise, endangering the planet's inhabitants.

### 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

In a departure from the minicomics, *The New Adventures of He-Man* established that Trifusium Crystals were a mineral found only on Denebria, where they were extracted from the Gornworks Mine. They were used to power Primus's Trifusium Generator.



## TRIMET

### SPECIAL ABILITIES

Durability

### 1984 UK WORLD MOTU ANNUALS

Trimet was the hardest and most powerful material to be found on Eternia. Skeletor used it to make two perfect clones of himself.

## TRI-OPTIC VISOR

### PRIMARY OWNERS

Tri-Klops

### SPECIAL ABILITIES

Enhanced vision  
Optic blasts

### 2008 MOTU CLASSICS

The Tri-Optic Visor was the apparatus worn by Tri-Klops after an accident left him blind. The visor gave him enhanced vision, including Gammavision (the ability to see through solid objects), Distavision (sight over great distances), and Night Vision. The visor was also weaponized and could generate optic blasts.

### SEE ALSO: CHARACTER: TRI-KLOPS



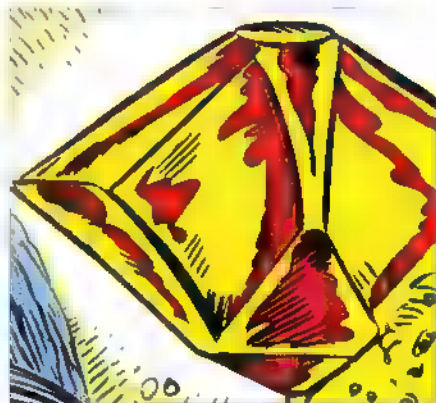
## TROLLAN FLUTE



### 1986 UK POP COMIC MAGAZINES

The Trollan Flute was a musical instrument that originated on Trolia. Orko owned one, but his playing was terrible. He cast a spell to improve it, which resulted in the flute being magically tied in a knot. Roboto commented that this was the most logical way to improve Orko's playing.

## TRONYX



Universal power

### 1987 GERMAN EHAPA MOTU COMICS

The Tronyx was a stone hidden inside Fire Mountain which gave the holder ultimate and universal power. When Hordak and King Hiss attempted to obtain it by drilling into the mountain, the mountain exploded, keeping the Tronyx out of reach forever.

## TRUTH CHAIR



### PRIMARY OWNERS

Hordak

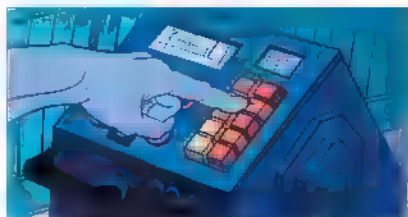
### SPECIAL ABILITIES

Inducing honesty

### 1986 UK POP COMIC MAGAZINES

The Truth Chair was a device invented by Hordak that forced its seated captive to give a truthful answer to any question. Kowl outsmarted the Truth Chair by giving answers to Hordak's questions which, although completely truthful, nevertheless provided totally useless information.

## TRUTH SCANNER



Skeletor

Inducing honesty

**1983** FILMATION MOTU ANIMATED SERIES

Located within Snake Mountain, Skeletor's Truth Scanner was a glass chamber connected to a control panel. When a captive was placed within the chamber, a shimmering light would force them to truthfully answer any question posed by Skeletor.

## ULTRA-SENSITIVE LIGHT GLASSES



Webstor

Enabling perception of invisible light spectrums  
Seeing through solid objects

**1986** UK MOTU COMIC MAGAZINES

Employed by Webstor, the Ultra-Sensitive Light Glasses allowed the wearer to see spectrums of light typically invisible to the naked eye (such as alarm trip beams) and to peer through solid walls.

## ULTRA-SONIC PROJECTOR

Collector

Projecting piercing sonic waves

**1986** UK MOTU COMIC MAGAZINES

The Ultra-Sonic Projector was used by the Collector to bombard his enemies with piercing sound waves from a great distance.

## ULTRA-SONIC REGULATOR

Evil Horde

**1986** UK MOTU COMIC MAGAZINES

The Ultra-Sonic Regulator was a device possessed by Hordak with undefined capabilities.

## ULTRA-SONIC TRANSMITTER

Hordak

Transmitting signals to trigger detonations

**1986** UK MOTU COMIC MAGAZINES

The Ultra-Sonic Transmitter was a device used by Hordak to transmit a signal to remotely trigger the detonation of explosives.

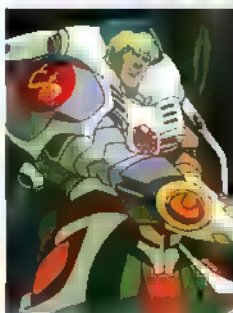
## UNDERWATER ARMOR

Man-At-Arms

Enabling breathing underwater  
Improving swimming

**2002** MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

Invented by Man-At-Arms using DNA extracted from skin shed by the Snake Men, the Underwater Armor consisted of a series of extensions to the



Masters' existing armor, enabling them to breathe underwater and improving their swimming. The armor was activated by voice command and varied depending on the needs of the individual wearer. The suits were some-

what personalized: Mekaneck's included a modified helmet so he could stretch his neck underwater, while Man-At-Arms' projected explosive balls.

## UNDERWATER BREATHING DEVICE

Man-At-Arms

**1983** FILMATION MOTU ANIMATED SERIES

Man-At-Arms' Underwater Breathing Device was a silver canister containing oxygen and a mouthpiece. It enabled the user to breathe while underwater for prolonged periods of time.

## VAPORIZER

**1983** FILMATION MOTU ANIMATED SERIES

Count Marzo's Vaporizer was a handheld weapon that could fire a large cloud of amnesia-causing smoke.

## VARIABLE HIGH-FREQUENCY OSCILLATOR

VHO

Repelling animals

**1983** FILMATION MOTU ANIMATED SERIES

The Variable High-Frequency Oscillator, commonly known as the VHO, was a handheld cylindrical device which emitted a high-pitched sound. It was only audible to animals and repelled them. It was used primarily to deter the animals of Selkie Island from attacking the Royal Historian's camp.

## VASIONIC RESONATOR KEY



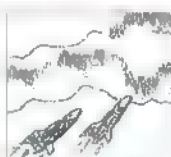
**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Vasionic Resonator Key was a shard of crystal that controlled the shield around Primus.

## VASIONIC SHIELD

People of Primus

Protection



**1986** MOTU NEWSPAPER STRIPS

The Vasionic Shield was a force field that protected the planet Primus from enemy attacks.

## VEIL OF SERVITUDE



**1986** BRAZILIAN ESTRELA MOTU MINICOMICS

The Veil of Servitude subjugated the will of the person wearing it. Evil-Lyn once used the veil to enslave and control Queen Marlena.

## VIDEO SPY-SCAN MONITOR

Spying



**1983** LADYDIRD MOTU BOOKS

The Video Spy-Scan Monitor was used by heroes and villains alike to spy on their enemies.

## VIPRO BOMB



Evil Horde

Exploding

**1983** LADYDIRD MOTU BOOKS

Dropped from the Horde Annihilator, the rocket-powered Vippro Bomb was such a powerful weapon that its explosion caused terrible earthquakes and shock waves which cracked the land around it.

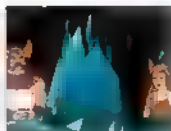
## VIEW CRYSTAL

Frosta

Remote viewing

**1985** FILMATION POP ANIMATED SERIES

Located on a crystal table at Castle Chill, the View Crystal worked similarly to a display screen, allowing one to view locations throughout the Kingdom of the Snows.



## VIEWSCOPE

Evil Horde

Long-distance video communication



**1985** FILMATION POP ANIMATED SERIES

The Viewscope was a Horde device for long-distance video communication. It included a small screen which displayed the person at the other end of the call.

## VIMWARD

Healing

**1983** FILMATION MOTU ANIMATED SERIES

Located on Mount Zelite in the Crystal Mountains, Vimward was a mystical tree branch with mysterious healing abilities. The branch was used to save the life of Rohad after he was bitten by a venomous Dauber.

## VIRUS BOMBS

Denebrians

Unleashing a deadly virus



**1987** GERMAN EHAPA MOTU COMICS

The Virus Bombs were a terrible weapon which would, when detonated, release a deadly virus powerful enough to eradicate an entire planet's population and vegetation. Long ago, the Denebrian Minister of War planned to drop them on Primus in a bid to conquer that world.

Due to a malfunction, the warships carrying the bombs exploded over Denebria, unleashing the virus on their own world. Denebria became a desolate wasteland, and its people became Mutants.

## VISION PHONES



Video communication

**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Vision Phones were handheld video communicators used throughout the *New Adventures of He-Man* series. They worked under both short- and long-range conditions. Both the Primans and the Mutants had their own variations of the device, and the Primans also had a portable version.



## VISI-PHONE

## PRIMARY OWNERS

Heroic Warriors  
Royal Guards

Long-distance communication

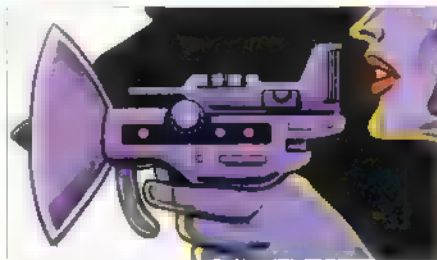


## 1986 UK MOTU COMIC MAGAZINES

The Visi-Phone was a device used by the guards at the gates of Eternos City which enabled communication with the Heroic Warriors in the Royal Palace.

The device worked by transferring the user's image onto a view screen in the palace, from which they could converse with the Heroic Warriors.

## VOICE-BEAM PROJECTOR



## PRIMARY OWNERS

Evil-Lyn

## SPECIAL ABILITIES

Voice manipulation

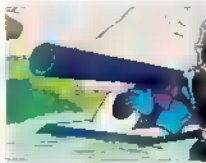
## 1983 LADYBIRD MOTU BOOKS

The Voice-Beam Projector was a horn-like device used by Evil-Lyn to make her voice sound like that of anyone she desired. It also enabled her to throw her voice, making it appear to be coming from different directions.

## VOLCANIC RAY

## 1989 BRAZILIAN ESTRELA POP MINICOMICS

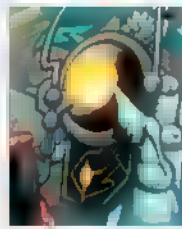
In the Estrela Princess of Power minicomics, Hordak developed the Volcanic Ray in an attempt to destroy the Whispering Woods. In his initial test, he successfully destroyed a small portion of the magical forest. Thrilled by his success, Hordak planned to unleash the full power of the Volcanic Ray on the Whispering Woods.



Fueled by volcanic energy, a concentrated beam from the ray could also transform people into statues of hardened lava. The ray's powers could be

undone by a magical gem located far beneath the volcano base from which Hordak had been operating. After She-Ra and Bow were turned into statues, Light Hope tasked Kowl with retrieving the gem, which he successfully did.

## VORTEX BEAM GENERATOR



## PRIMARY OWNERS

Horde Prime

Teleportation

## 2008 MOTU CLASSICS

The Vortex Beam Generator was a powerful device created by Horde Prime on Horde World. It permitted long-range teleportation and was activated with a key controller.

## VORTEX SUIT

## PRIMARY OWNERS

Mighty Spector

Time travel

## 2008 MOTU CLASSICS

The Vortex Suit was the Mighty Spector's Time Agent uniform, created from the technology of the Cosmic Key. It enabled him to travel back and forth throughout the timeline and to bring others forward in time with him. However, the technology was not normally capable of transporting additional people backward in time without more vortex suits.

When circumstances required Spector to transport Prince Dare back in time with only his own suit, the Time Agents and Man-E-Faces had to give his suit a burst of tachyon particles, in order to temporarily superpower Gwildor's technology and enable a single suit to transport two people back in time.

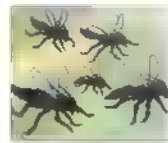
## WASPOIDS

## PRIMARY OWNERS

Evil Horde

## SPECIAL ABILITIES

Attacking in numbers  
Projecting energy beams from eyes  
Flight



## 1985 FILMATION POP ANIMATED SERIES

The Waspooids were Horde drones that resembled large mechanical wasps. They attacked in large swarms from the air and projected energy blasts from their eyes.

## WEATHER CANNON

## PRIMARY OWNERS

Council of Elders  
King Hiss

Weather manipulation



## 1984 UK WORLD MOTU ANNUALS

The Weather Cannon was designed long ago by the Elders' scientists in an attempt to alter Eternia's climate and produce better crop yields. It was a large laser cannon, mounted on a stand with a padded seat for its operator.

When King Hiss found the Weather Cannon in the ancient pyramid of Myrabim, he activated it, making Eternia's climate unbearably hot for humans. It was ultimately destroyed in battle, and its effects magically reversed by Orko.

## WEATHER HELMET

Hordak

## SPECIAL ABILITIES

Localized weather control

## 1986 UK POP COMIC MAGAZINES

The Weather Helmet was an experiment by Hordak to manipulate weather and could indeed control the weather over a small area. He sent Grizzlor and Catra out to test it, but the device was rendered useless when Grizzlor was tricked by Broom into starting a thunderstorm, which short-circuited it.

## WEATHER-CONTROLLING SATELLITE

**1983** FILMATION MOTU ANIMATED SERIES



The Weather-Controlling Satellite was a small levitating, remote-controlled orange sphere which could modulate the weather over the Royal Palace.

## WEB-CORD



Man-At-Arms

Rope creation

**1983** FILMATION MOTU ANIMATED SERIES

Invented by Man-At-Arms, the Web-Cord was a flashlight-like device. It projected a beam of light which would harden in seconds into a rope strong enough to climb, swing from, or be used to bind a captive.

## WEIGHT MAGNIFIER

Skeletor

Burrowing through ground  
Magnifying weight of objects

**1983** FILMATION MOTU ANIMATED SERIES

The Weight Magnifier was a device which could burrow through the ground and then transform itself into a cannon-like form. The ray it projected magnified the weight of any object it struck.



## WEIRD OF CRYSTAL

Transforming living things into crystal



**1983** FILMATION MOTU ANIMATED SERIES

The magic of the Weird of Crystal would transform any living thing that touched it into a lifeless crystal statue.

## WHEEL OF INFINITY

Time travel



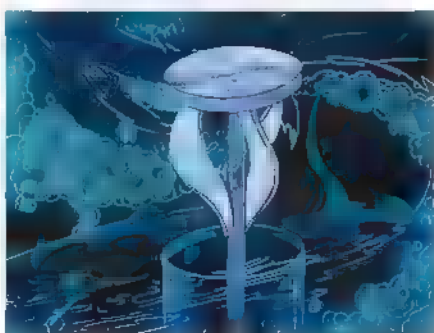
**1983** FILMATION MOTU ANIMATED SERIES

The Wheel of Infinity was a hexagonal artifact which, when spun, would grow in size endlessly through time until it finally exploded. By speeding up the spinning process, He-Man caused the wheel to self-destruct.

**2008** MOTU CLASSICS

The Classics canon expanded the Wheel of Infinity's capabilities, establishing that it enabled time travel. When Skeletor used the wheel to send Fang Man into the past in an unsuccessful bid to prevent Castle Grayskull's construction, the subsequent fate of the Wheel of Infinity was never revealed.

## WHIRLPOOL RAY MACHINE



Whirlpool generation

**1983** FILMATION MOTU ANIMATED SERIES

Located in the underwater city of Aquatica, the Whirlpool Ray Machine could generate whirlpools on the surface of the ocean. Mer-Man used it to capture many unsuspecting ships.

## WINDOW OF SPIRITS

Mystic Mirror

Sorceress

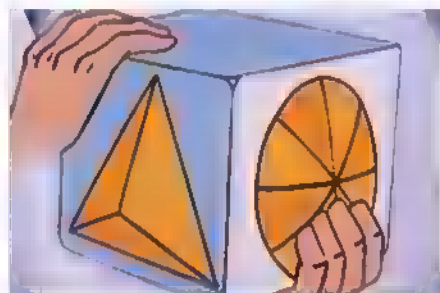
Communication

**1983** FILMATION MOTU ANIMATED SERIES

The Window of Spirits within Castle Grayskull allowed the Sorceress to communicate with many beings across the universe. She could converse with their images, which would appear in this window.



## WITCH'S BOX

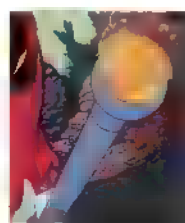


**1985** FILMATION POP ANIMATED SERIES

The Witch's Box was a magical item watched over by the people of Brigis. Although it was never opened, the box was said to contain all of the witch's magical powers. The constantly glowing box had a different symbol on each of its sides.

## WIZARD'S WAND

Sorcery



**1985** FILMATION POP ANIMATED SERIES

The Wizard's Wand was a unique magical artifact which could be wielded by anyone, even if they were not a mage. It could perform various feats of magic, including levitating or freezing objects, but its power was limited. The humming sound it made would gradually fade as the wand ran out of power. The Etherian Rebel Bow came upon the wand and used it both excessively and carelessly.

## WOLF STATUETTE

**1983 FILMATION MOTU ANIMATED SERIES**

The Wolf Statuette, located in the Temple of the Wolf, was positioned atop the Ancients' Book of Spells. When the book was threatened, the Wolf Statuette would transform into a living wolf and chase down those who attempted to claim the book for themselves.



## WOODEN PUPPET GUN

Hordak

Transforming people into helpless wooden puppets

**1986 UK MOTU COMIC MAGAZINES**

The Wooden Puppet Gun was created by Hordak using a sample of Orko's magic obtained by a Horde Trooper and altered by Horde science. Hordak used the gun on He-Man and Orko, transforming them into helpless wooden puppets who

would obey his commands. Stonedar, immune to the gun's effects due to being made of stone, managed to wrest the gun from Hordak's clutches, then he located the source of magic created by Orko that powered the gun and destroyed it—canceling



out the gun's power and returning He-Man and Orko to normal.

## WORLD CONVERTER

Skeletor

Opening a dimensional gateway to Anti-Eternia

**1984 GERMAN MOTU AUDIO PLAYS**

Skeletor's World Converter allowed him to open a dimensional gateway between Eternia and Anti-Eternia. When Anti-He-Man refused to work with him, Skeletor collaborated with Man-At-Arms to destroy the device, forcing all those who had come to Eternia from Anti-Eternia to return to their own dimension.

## WORLD-SCANNER

Skeletor

Spying on alien worlds

**1986 UK MOTU COMIC MAGAZINES**

The World-Scanner allowed Skeletor to spy on alien worlds in his search for new warriors to help him defeat He-Man. It was with this device that he found the Dynamo of Destruction on Robot World.



## ZANTRON OIL

**1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES**

Zantron Oil was a substance used for running the Vasionic Resonator on Primus.

## ZARONITE

Enemy detection

**1986 UK POP COMIC MAGAZINES**

The powerful Etherian mineral Zaronite was mined in the Darkmor Mountains. The Evil Horde used it for a time, as it allowed them to detect the presence of an enemy from a distance of one hundred meters.

## ZERO-ENERGY PROJECTOR

Sea People

Freezing

**1983 LADYBIRD MOTU BOOKS**

Zero-Energy Projectors were weapons wielded by Mer-Man's Sea People. They literally froze anything they were fired at and could turn water instantly into ice.

## ZERO-G BUDDLE TUBE

**1983 FILMATION MOTU ANIMATED SERIES**

This thin yellow tube located within He-Man's belt could, when blown, produce an oversized bubble that could trap anything or anyone. When trapped inside the Zero-G Bubble, all gravity within it was frozen, making it nearly impossible for the individual to break free.



## ZIL TORNADO GENERATOR



Tornado generation

**1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES**

The Zil Tornado Generator was a huge machine linked to a giant crystal. When activated, it generated enough power to create huge tornadoes in the atmosphere of Zil. These served as a planetary security device, keeping the Mutants away.

## ZODIAN GENERATOR CRYSTAL

Hordak

Transformation of magic

**1985 UK WORLD POP ANNUALS**

After stealing Madame Razz's magic with the Psychotronic Spectrometer, Hordak planned to transform it into a number of unpleasant things through the power of a mystical artifact known as the Zodian Generator Crystal.



# CHAPTER 2

SPELLS & MAGIC

the 'information' and 'communication' fields. The 'information' field is defined as:

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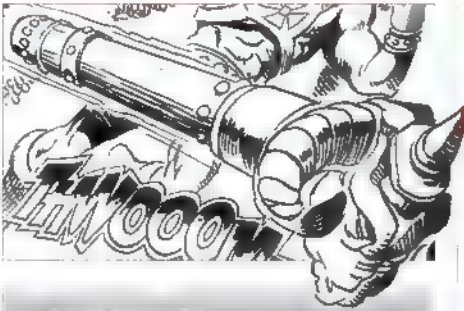
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## AERO-RAM



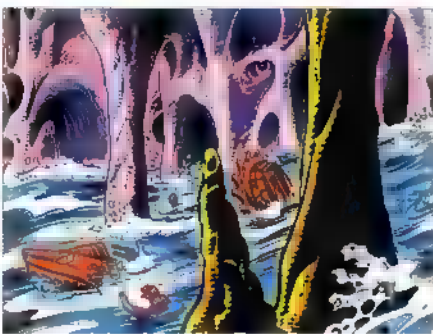
Evil Horde

1986 UK MOTU COMIC MAGAZINES

The Aero-Ram was a magical spell used by Shadow Weaver during her battle on Eternia with He-Man, who she did not realize was in fact Orko in a magically altered form. The spell conjured out of thin air a ram head that careened toward her opponent, but Orko/He-Man managed to safely dodge it.

ANIMAL  
METAMORPHOSIS SPELL1983 ITALIAN  
PIU MAGAZINES

Skeletor once used sorcery to transform several Heroic Warriors into small animals.

BLIGHT OF  
THE BLACK WATERS

Casting a gigantic flood

1987 GERMAN EHAPA MOTU COMICS

Summoned by Skeletor from underneath Grayskull in order to kill He-Man and his friends, the Blight of the Black Waters flooded the seven Vaults of Power with large masses of water. Ultimately the spell backfired, as the floodwaters ended up washing the Demons of Evil out of the vaults.

## BOW'S DECK OF CARDS

1985 FILMATION POP  
ANIMATED SERIES

Bow primarily used his deck of cards, which he stored within his cape, to perform magic tricks. While Bow's tricks were based on sleight of hand and not true magic, Castaspella once used the cards to create a magical bridge across a bottomless abyss.

CASTASPELLA'S  
MIRROR ENCHANTMENT

Hypnosis

1985 POP MINICOMICS

To prevent Catra from stealing the Rebels' treasures, Castaspella placed a magical enchantment on a mirror so that when Catra looked into it, she saw herself as an aged and withered hag with putrid greenish-gray hair. The sight sent her into a state of deep melancholy. To enchant the mirror, Castaspella said:

*"I now use my power to hypnotize, to guard these gifts from evil eyes. Hocus-pocus! Soon Catra shall see—just who she is and who she could be."*



## CHAINS OF EVIL

1990 NEW ADVENTURES OF HE-MAN  
ANIMATED SERIES

The Chains of Evil was a magic spell that allowed Skeletor to bind He-Man and Teela with enchanted chains. The

spell was one of many recorded in the *Encyclopedia of Evil*.

## CLOAK OF DARKNESS

Evil Warriors

Blinding everyone on Eternia to imminent danger

1986 UK MOTU COMIC MAGAZINES

When Skeletor cast a spell to draw a huge shower of meteors toward Eternia, he also placed a Cloak of Darkness over them so that no one on Eternia could see them until it was too late. The Cosmic Enforcer Zodac warned the Sorceress of a great danger to Eternia from the vastness of space, but she could not detect the threat with her magic because of Skeletor's cloaking spell. Suspicious, she sent He-Man, Buzz-Off, and Roboto to the neighboring world of Metalunos to observe Eternia from a distance. No longer affected by the Cloak of Darkness spell, they discovered the meteor shower heading for Eternia.

## CLOUD OF ENTROPY



1986 UK MOTU COMIC MAGAZINES

The Cloud of Entropy was a spell cast by the evil sorcerer Wraithbinder to curse the beautiful Queen Neja of Majesta after she defeated him in a cosmic duel. The cloud caused her physical form to fade and turned her loyal subjects into living gems. The only way to lift the curse was for Neja to be reunited with her fiancé, Akra, whom Wraithbinder had banished to the loathsome Nightworld. Queen Neja and her Gem-Men traveled the universe via interdimensional portals to find the Nightworld and lift the curse. When they passed through the world of Incendria, believing it to be uninhabited, the presence of the cloud had a cooling effect on the planet's surface that made it completely uninhabitable for the Fire Sprites who lived there. When He-Man became aware of the Fire Sprites' predicament, he investigated the source of the cloud on Incendria and eventually encountered Queen Neja, who told him her story. With the Sorceress's help, He-Man rescued Akra from the Nightworld, and after the reunion, the curse of the Cloud of Entropy was lifted, Neja returned to the physical world, and her people returned to their human forms.



## CONCENTRATED SPRING

## SITUATION

Warming the air and thawing ice

## 1986 UK MOTU COMIC MAGAZINES

The Concentrated Spring was a magic spell contained in the eggs of the Spring creature, who used the eggs to spread the season of spring across different worlds throughout the universe. In keeping with the nature of spring, the magic spell could thaw anything, just as the season of spring always brought about a thaw from winter. When Skeletor used ■ Freeze Spell on the Royal Family, Spring used his eggs filled with Concentrated Spring to reverse the spell and set them free.

## CURSE OF CRYSTAL MOUNTAIN



## SITUATION

Snow Dwarfs

## SPECIAL ABILITY

Freezing victims

## 1983 LADYBIRD MOTU BOOKS

The Curse of Crystal Mountain was a spell that acted like a virus. Originating in the frozen lands of the Snow Dwarfs, it was harmless in freezing weather, but once it came into contact with warm weather, the virus was awakened. Without an antidote, any infected person would eventually suffer its freezing effects, which could turn flowing blood into ice and freeze the victim to death. When Queen Marlena was infected with the magical virus, He-Man traveled to Crystal Mountain to ask the Snow Dwarfs' ruling council for an antidote.

## DARK CLOUD OF SLEEP



## SITUATION

Evil Horde

## SPECIAL ABILITY

Inducing sleep

## 1985 UK WORLD POP ANNUALS

The Dark Cloud of Sleep was a spell used by Shadow Weaver to envelop everybody in the kingdom of Bright Moon within a heavy cloud of dark dreams. She cast the spell to help Hordak and the Evil Horde easily conquer the kingdom, but Rebel spy Double Trouble thwarted Shadow Weaver's plan.

## DARK CLOUDS OF DOOM



## SITUATION

Falazz Warriors

Blinding people to injustice

## 1985 US MOTU MAGAZINES

The Dark Clouds of Doom was an evil enchantment capable of enveloping all of Eternia and blinding every eye to injustice. Connected to the ferocious forces of the Falazz Warriors, masters of blackness and blindness, the Dark Clouds of Doom were encased in an enchanted chest for twenty generations.

## DEATH CLOUD



## SPECIAL ABILITIES

Draining flying powers

## 1984 GERMAN INTERPART-CONDOR MOTU COMICS

A long time ago, Skeletor created a large, deadly cloud to kill the Bird Men. By draining them of their flying powers, the cloud could cause the Bird Men to fall to their deaths. When a time-traveling He-Man confronted the magical cloud, it formed itself into a skull-faced, humanoid shape. He-Man managed to destroy the cloud with the powers of his sword. Although He-Man assumed that the cloud actually was Skeletor himself, its true nature remained unclear.

## DEFENDERS OF ETERNIA STRIKE



## SITUATION

Masters of the Universe

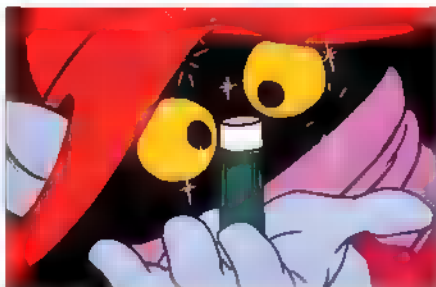
## SPECIAL ABILITY

Summoning Defenders of Eternia into battle

## 2008 MOTU CLASSICS

When Prince Dare as He-Ro II returned to his own time after learning magic under the original He-Ro and Eldor, he used ■ summoning spell they had taught him: "Defenders of Eternia Strike!" The spell instantly teleported the new Masters of the Universe to the battlefield and surprised the Unnamed One, who was unprepared for the young warrior's new magical ability. The spell was the first of several cast during the wizards' battle that heralded the Third Ultimate Battleground.

## DEMON DUST



**1983** FILMATION MOTU ANIMATED SERIES

Orko claimed that his Demon Dust was capable of conjuring up a fearful creature from beyond, but his spell using a small yellow pile of dust placed within a circle was ruined by the appearance of the sorceress Magestra. As Magestra was really Evil-Lyn in disguise, Orko's dust did indeed herald a fearful creature.

## DIMENSIONAL PORTAL



Creating doorway between dimensions

**2002** MVMCREATIONS MOTU COMICS

With the enchanted Elixir of Schneider, Skeletor cast a spell upon Tri-Klops's Dimensional Portal to create a gate leading inside Castle Grayskull itself. Despite his hard work, Skeletor was unable to use the Dimensional Portal thanks to Man-At-Arms interfering with its operation. Although the enchanted portal was destroyed, the Sorceress had to reassemble it when the Masters of the Universe realized that Man-At-Arms had traded places with an evil duplicate of himself through the portal. Although the Masters were able to retrieve their own Man-At-Arms and return his double to the alternate dimension, they also received a warning message that Hordak had discovered the spell, which could provide him with a means of returning to Eternia from his prison in Despondos.

## DOOM CLOUD

Evil Horde

Draining energy

**1985** FILMATION-POP ANIMATED SERIES

Shadow Weaver's Doom Cloud was a unique green gas that surrounded its victims and drained them of all their strength. The Doom Cloud could drain both physical and magical strength.

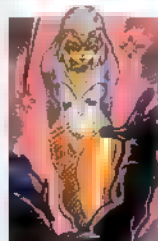
## DOPPELGÄNGER SPELL

Evil Horde

Evil clone creation  
Mind control

**1983** MOTU MINICOMICS

Hordak was able to magically manipulate human essence drained by Mosquitoo to create a living doppelgänger of another person. This doppelgänger obeyed Hordak's will and did only his bidding.



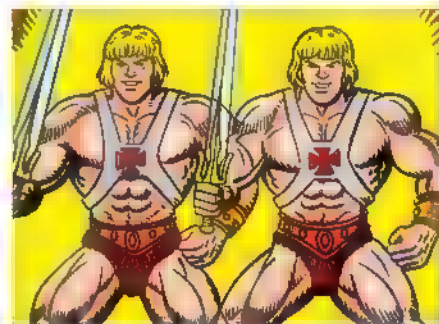
## DREAM-DUST

Amders

**1986** UK MOTU COMIC MAGAZINES

Dream-Dust was used by the Amders, the mystical alien race who traveled throughout the universe bringing the magic of stories and fairy tales to different worlds. They spread their Dream-Dust across each planet they visited, allowing its people to tell happy tales. When the Amders were running out of Dream-Dust, they stopped on Eternia to absorb a tiny portion of Castle Grayskull's magic and recharge their Dream-Dust.

## EFFIGY CONFUSION



Cloning

**1987** GERMAN EHAPA MOTU COMICS

The Effigy Confusion was a spell cast by Zoar to protect the Heroic Defenders during their attack on Skeletor's ice castle. The spell created several magical duplicates of the heroes. Not knowing who was an effigy and who was real, the Demons of Evil believed themselves to be outnumbered.

## ELIXIR OF YOUTH

Age regression

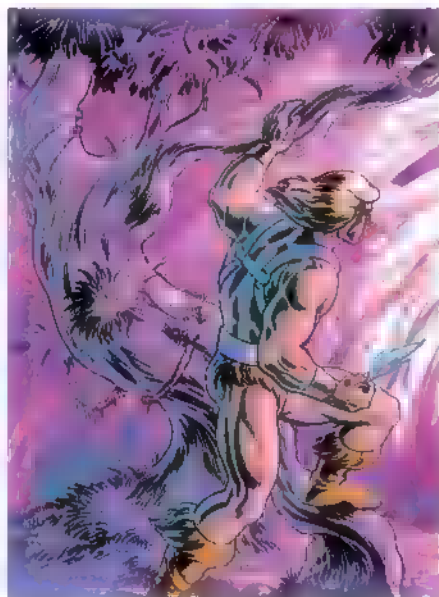
**1986** UK MOTU COMIC MAGAZINES

The Elixir of Youth was a wondrous and legendary serum found within the waters of a magical lake. The serum had the power to cause anyone who consumed it to regain their youth. Hordak collected the potion from the lake where it was found and used it to power his new invention: the Chamber of Youth. Hordak intended to regress He-Man to the form of a child so that he could raise him as the Horde's ultimate warrior; however, He-Man instead turned back into Prince Adam while Hordak was not looking, and Adam was able to escape before the machine could make him any younger.





## ENCHANTED TREE



**1983** **MATTEL MOTU BOOK AND RECORD SETS**  
In the depths of the Vine Jungle grew an Enchanted Tree with silver leaves. By picking a leaf and stroking it, one could be magically transported through a gate between Eternia and Etheria.

## ETERNAL FLAME



**1983** **FILMATION MOTU ANIMATED SERIES**  
Located in the home of the Reptons, the Eternal Flame was a fire that burned throughout time. The resulting warmth magically kept the Reptons alive and well.

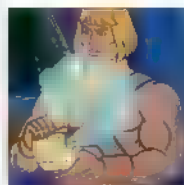
## EVIL-LYN'S SLEEP GAS

### AFFILIATIONS

Evil Warriors

Inducing sleep

**1983** **FILMATION**  
**MOTU ANIMATED SERIES**  
Stored within an ornate box, Evil-Lyn's enchanted Sleep Gas was an eerie green mist that could put her victims to sleep. He-Man fought against the effects of the gas, but eventually he succumbed to its effects.



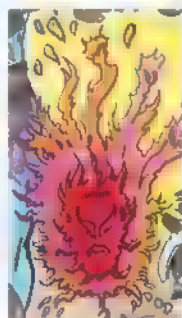
## FLAMES OF FURTON

### AFFILIATIONS

Evil Warriors

### SPECIAL ABILITIES

Magic renewal



**1986** **UK MOTU COMIC MAGAZINES**  
To recuperate after his battles with He-Man, Skeletor would bathe in the Flames of Furton, which renewed his magical energy. After a few seconds, he would feel the dark force surge through his entire being, boosting his powers for his next fight.

## FOG OF LOST TIME

### SPECIAL ABILITIES

Trapping victims in time

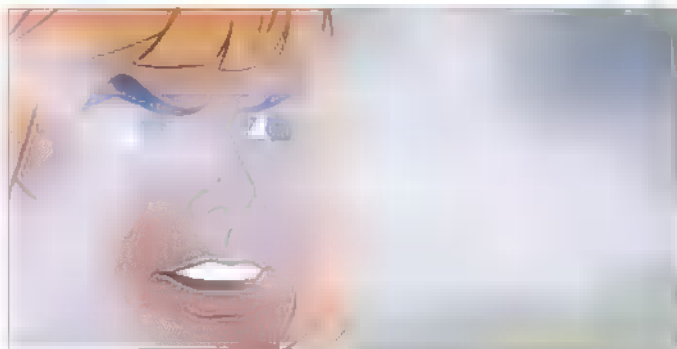
**1984** **GERMAN POP AUDIO PLAYS**  
Summoned by the Volcano Magus, the Fog of Lost Time caused those within it to be trapped in a large time bubble a few seconds ahead of the regular time stream. Those outside of it were unable to see or—except for music—hear the victims trapped inside. When Bow shot an arrow into the fog, it vanished and reappeared one kilometer away. The only way for the Princesses of Etheria to break the spell was by combining their powers and attacking the fog all at once.

## FREEZE SPELL



**1986** **UK MOTU COMIC MAGAZINES**  
When Skeletor captured the Spring creature, who was visiting Eternia to bring the season of spring to the planet, he forced Spring to allow him on-board his ship as he piloted it toward Eternos. Once at the Royal City, Skeletor emerged from the ship and cast a Freeze Spell, freezing all the members of the Royal Family. Spring sought help from He-Man, who dealt with the Evil Warriors while Spring used the Concentrated Spring magic in his eggs to thaw the ice around the Royal Family, breaking the Freeze Spell.

## FREEZING FOG



**1983** **FILMATION MOTU ANIMATED SERIES**  
The Freezing Fog was a spell cast by Count Marzo from atop his castle, creating an impressively large mist which could envelop and freeze any victim within minutes.

## FRIGHT FOG

Fog Spirit

### SPECIAL ABILITIES

Energy-draining powers  
Forming monsters out of fog

**1984** **GERMAN INTERPART-CONDOR MOTU COMICS**  
To protect himself and the Valley of Power from evil intruders, the Fog Spirit summoned the terrible Fright Fog. The fog surrounded and attacked anyone who dared to enter the valley. It was able to weaken intruders and drain their energy. The Fright Fog could become nearly solid and often formed parts of itself into dangerous fog monsters.





## FROSTA'S ICE MAGIC



Great Rebellion

## SPECIAL ABILITIES

Shooting blasts of ice  
Creating ice bridge on which to ride  
Creating freezing temperatures  
Controlling cold weather

## 1983 GOLDEN MOTU BOOKS

Frosta possessed the power to control ice and freezing temperatures. In the Golden books, Frosta used her powers to create blasts of ice to use against her enemies. She also used them to manipulate the weather.

## 1985 FILMATION POP ANIMATED SERIES

Frosta's Ice Magic allowed her to freeze an enemy or create solid ice from the moisture in the air. She even used her powers as a mode of transportation, creating an ice path on which she could slide.

## FUTURE VISIONS

## SPECIAL ABILITIES

Making false prophecies

## 1986 UK POP COMIC MAGAZINES

The Future Visions were part of a spell concocted by Evil-Lyn when she made her own attempt to conquer Etheria. After transporting Etheria itself to the timeless void of Nega-Space, she conjured up the Future Visions to persuade She-Ra, Castaspella, and Catra that it was in their best interests if Etheria were to remain in Nega-Space, where time would not pass. Splitting herself into three separate beings, Evil-Lyn showed each of her captives a Future Vision depicting what she claimed would happen to them if events on Etheria were allowed to take their natural course. All of these Future Visions were false, intended to fool Evil-Lyn's captives by convincing them that their circumstances would take a drastic turn for the worse if time on Etheria were to take its natural course. She-Ra and Castaspella were not fooled, and Castaspella used her magic to banish Evil-Lyn back to Eternia and restore Etheria to its natural position in time and space.

## GLIMMER'S BLAST OF LIGHT

## AFFILIATION

Great Rebellion

## 1983 GOLDEN MOTU BOOKS

Glimmer of Bright Moon possessed magic powers over light. Glimmer's Blast of Light could cause great devastation if given too much strength. She used her power to defrost a frozen She-Ra and sliced through trees like an axe. Her powers were also said to be recharged by the Etherian sun.



## 1985 FILMATION POP ANIMATED SERIES

Glimmer projected blasts of light from her hands to temporarily blind or stun her enemies, a power she used to great effect against the Horde. She could seemingly give substance to light and was able to use it to hold an enemy in place, although she did not often use this ability.

## GRANAMYR'S SECRET SPELL



## 1983 MOTU MINICOMICS

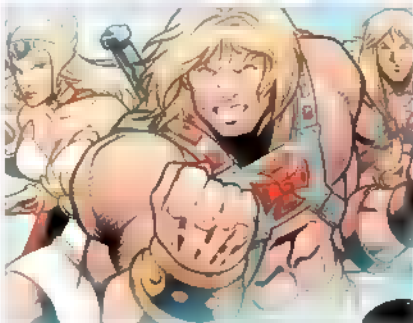
Granamyr's Secret Spell was the counterspell to Skeletor's cursed amulet that had turned Man-At-Arms to crystal. Granamyr gave his secret spell to He-Man only after the hero had passed the dragon's tests to judge his worthiness.

## GIGGLEBERRY POLLEN



## 1985 FILMATION POP ANIMATED SERIES

Originating from the Gigglesberry Bush, Gigglesberry Pollen was a red substance that could cause fits of uncontrollable laughter when inhaled. Fortunately, the effects were only temporary and lasted just a short while.



Masters of the Universe

Summoning

## HERO'S CALL

## 2008 MOTU CLASSICS

The Hero's Call was a spell that could pull heroes from their prime to aid the caster of the spell in battle. The wizard Eldor kept the spell on Preternia and taught it to young Prince Dare after He-Ro brought him to the older sorcerer in the hopes of returning him to the future. Dare joined them on many adventures during the Great Wars, learning the ways of magic as well as the ways of a warrior, until he had satisfied the requirements of the Hero's Journey spell. Upon his return to the future, he engaged the evil Trollan sorcerer known as the Unnamed One in a battle of spells during the Third Ultimate Battleground in which he cast the Hero's Call spell. Dare summoned the heroes King Grayskull, She-Ra, He-Ro, and his own father, He-Man, in their prime, to fight Skeletor, Horde Prime, King Hssss, and Hordak, summoned by the Unnamed One's Villain's Call spell. After the battle, the summoned heroes and villains vanished.

## HERO'S JOURNEY



Masters of the Universe

SPECIAL  
Transportation

## 2008 MOTU CLASSICS

The Hero's Journey spell could bring a hero to the place and time in which he was most needed. The spell could only work on a true hero who had proven his courage, strength, wisdom, and compassion. After Prince Dare as He-Ro II found himself trapped in the past on Preternia, he learned of the spell from the wizard Eldor. As it was the only way he could return to the future, Dare had to earn the title of "hero" by embarking on many adventures

and trials with the original He-Ro during the Great Wars. Eventually Dare proved himself and used the spell to return to his own time to fight the Unnamed One.

## HERO'S RETURN

Masters of the Universe

Conjuring

## 2008 MOTU CLASSICS

Hero's Return was a spell known to Eldor on Preternia that could magically conjure a hero through time to the place where they fought their greatest battle. A time-traveling He-Ro II saw the spell in Eldor's workshop, but the older wizard said it would not help Dare with his goal to return to the future.

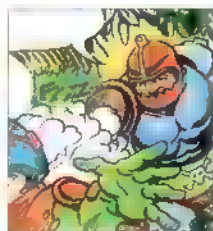
## HYPNO-GAS

Evil Warriors

Placing the subject under mind control

## 1986 UK MOTU COMIC MAGAZINES

Hypno-Gas was devised by Evil-Lyn with the intention of enslaving Man-At-Arms. Skeletor placed the gas in one of Trap Jaw's arm attachments to use during a fight with Man-At-Arms. Upon falling victim to the gas, Man-At-Arms attacked He-Man. With his sword, He-Man cleared the Hypno-Gas from the air, freeing Man-At-Arms from its effects. Together they decided that



play along with the villains and allow them to think he was still under Skeletor's mind control, enabling him to work undercover and foil Skeletor's plan to create a new superweapon.

## ICE-FEAR



Evil Horde

Instilling fear and despair  
Deepening the ferocity of winter weather

## 1986 UK MOTU COMIC MAGAZINES

The Ice-Fear was an evil spell devised by Hordak using a combination of magic and Horde Science. It spread a deep, intense fear across the hearts of all people, causing them to lose hope and live in doubt and despair. It also deepened the intensity of the icy winter weather, causing a perpetual cold and harsh winter across Eternia. He-Man eventually determined that the only way to counteract the Ice-Fear's magic was to give the children of Eternia something good to believe in. With Man-At-Arms, He-Man spent a night visiting all the poor children's houses while they slept, leaving toys for the children and food and firewood for their parents. Upon awakening to a miracle, the children and parents believed the gifts had come from a spirit of goodwill, and their joy melted the ice and put an end to the Ice-Fear. To make sure the Ice-Fear never returned, He-Man and Man-At-Arms decided to do the same thing every year.

## IMPRISONMENT SPELL



Evil Horde

Creation of magic cages

1983 MATTEL MOTU BOOK AND RECORD SETS  
Hordak used the Imprisonment Spell to create mystical cages that trapped his foes.

INCANTATION OF  
HEART ENSLAVEMENT

## 1985 POP MINICOMICS

The jealous witch Catra once cast a spell to enslave Bow's heart. The incantation that precipitated the spell was:



*"Toil and trouble, gloom and sadness.  
Feel the power of my madness. As the  
legends have foretold, your beating  
heart shall now grow cold! Your happiness  
shall turn to hate—I seal forever  
your desperate fate!"*

## INVOCATION OF ILLUSION



## 1983 MOTU MINICOMICS

Geldor's evil wizard was able to cast a spell to create the perfect likeness of Maran, daughter of his prisoner Torgul, who was fooled by the illusion.



## JARVAN'S VIAL



1983 FILMATION MOTU ANIMATED SERIES

The villainous Jarvan used a drug stored in a seemingly magic sparkling vial to manipulate the young woman Ileana.

## JOY-DUST

Spreading joy and goodwill in the winter season



1986 UK MOTU COMIC MAGAZINES

Joy-Dust was a magical dust sprinkled across Eternia every winter by a small, magical race called the Joybringers. It brought about a spirit of happiness and goodwill that lasted

several days every winter and even cheered up grumpy Senti-Trees.

## LIGHT OF ZOR



Control over Eternian children

1986 UK MOTU COMIC MAGAZINES

The Light of Zor was a magical flame contained deep within the Cave of Doom. Evil-Lyn managed to use the Light of Zor to control Eternia's children, not only making them into Skeletor's slaves but also aging them to adulthood to act as his new army. He-Man and the Heroic Warriors journeyed to the Cave of Doom and located the Light of Zor, guarded by Evil-Lyn and several of Skeletor's henchmen. Stratos seized the Light of Zor from Evil-Lyn's grasp, thus breaking the spell and returning the children to normal.

## MAGIC FLAME

1986 UK POP COMIC MAGAZINES

The Magic Flame belonged to the Magic Dragon of the Blue Mountains. Hordak and Shadow Weaver stole the Magic Flame, intending to use its mystical properties to power Hordak's new weapons. She-Ra helped the dragon recover his flame by transforming her Sword of Protection into a flame of its own. The dragon pretended to breathe the flame at Hordak and Shadow Weaver, tricking them into believing they had failed to steal it from him and revealing that they had hidden the real flame in a nearby treasure chest. While Hordak was distracted, She-Ra opened the treasure chest, and the real Magic Flame returned to the dragon.

## MAGIC FOG

1983 ITALIAN PIÙ MAGAZINES

Skeletor once unleashed a Magic Fog upon Eternia. The dense mist made it almost impossible to see, which enabled Skeletor to more easily attack the heroes. A blast of light from Teela's Scepter of Sorcery ultimately dispersed the Magic Fog.

## MEMORY MANIPULATION SPELL

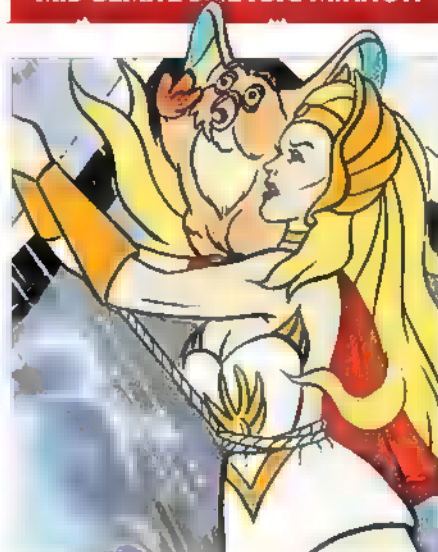


IMAGE COURTESY OF DC COMICS

2012 DC MOTU COMICS

Skeletor used the Memory Manipulation Spell to wipe away all the memories of the heroic Masters of the Universe and replaced them with new, mundane identities. The heroes gradually broke the spell and began to remember their true selves. Once Adam regained the Sword of Power, the spell dissolved. It was revealed that an evil, possessed Orko had cast the spell on Skeletor's behalf.

## MIDGEMITE'S MAGIC MIRROR



1984 UK WORLD MOTU ANNUALS

Midgemite's Magic Mirror was an enchanted looking glass salvaged by Hordak from Skarlo's Chest of Treasures. When Kowl was magically captured inside the mirror, She-Ra recruited a genie to help her travel through the mirror's surface in order to rescue him before he passed into another dimension and out of reach.

## MIND PROBE SPELL

Evil Horde

Mind reading

1986 UK POP COMIC MAGAZINES

Shadow Weaver's Mind Probe Spell enabled her to scan the mind of any person of her choice.

## MIND-CLOUDING SPELL

Inducing confusion and memory loss

1986 UK MOTU COMIC MAGAZINES

When Skeletor took his henchmen to Eternia's prehistory to stop Castle Grayskull from being built, he got more than he bargained for when King Hiss followed him and teamed up with his past self. As Skeletor realized the past and future Hisses could easily outmatch him if they worked together, he quickly cast a Mind-Clouding Spell on them so they would forget ever meeting each other. At the same time, Skeletor returned himself and the present-day King Hiss to their own time to prevent their meeting from happening again.



## MIND-SPELL



Forcing obedience

## 1986 UK MOTU COMIC MAGAZINES

When Skeletor invaded the home of the scientist Jodder to steal his Growth Potion, he cast a Mind-Spell on Jodder, forcing him to reveal where he kept the Growth Potion.

## MIST OF ENDLESS SLEEP

Evil Horde

## 1985 FILMATION POP ANIMATED SERIES

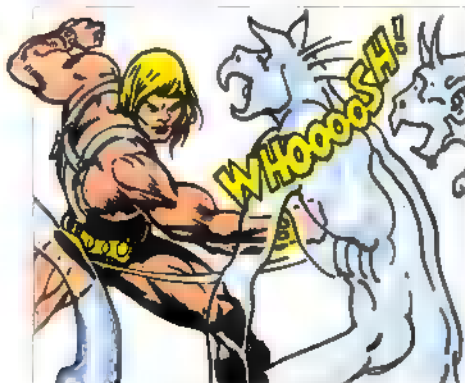
The Mist of Endless Sleep was a spell found in the Eldritch Book of Spells and cast by Shadow Weaver. The red mist it caused surrounded the Whispering Woods and made everyone within fall asleep. Due to the thickness of the mist, none of its victims could find their way out before succumbing to its effects.



## MONSTERS OF THE MIND

## 1983 MOTU MINICOMICS

The Monsters of the Mind were ephemeral, goblin-like creatures conjured by the dragon Granamyr. The creatures were actually a magical effect and could only be destroyed by using the power of one's mind.



## MYSTIC ASSAULT



## 1982 DC MOTU MINICOMICS

After draining and taking control of the mightiest magical forces in all of Eternia, Skeletor launched a Mystic Assault against He-Man, in the form of a large demonic being and several ghostly forms composed of magical energy.

## MYSTIC MANACLES SPELL



## 1983 MOTU MINICOMICS

Skeletor was able to cast a spell which created Mystic Manacles to bind his foes.

## NECKLACE OF EVIL

Evil Warriors

Inducing sleep

## 1984 UK WORLD MOTU ANNUALS

The Necklace of Evil was a beautiful ornament with a red jewel that mysteriously appeared in Teela's room. Believing it was a gift from He-Man, Teela put on the necklace, only to be cursed by a spell that put her into a deep sleep. Knowing that Skeletor was behind everything, He-Man and Man-At-Arms rushed to Castle Grayskull, where they engaged Skeletor, Evil-Lyn, and Beast Man in battle. Overpowered, Skeletor and Beast Man fled and abandoned Evil-Lyn, who inadvertently revealed that she had placed the sleeping curse upon the necklace. Forced by He-Man, Evil-Lyn removed the curse, allowing Teela to wake up.



## NEGA-BOLT

Evil Warriors

Causing intense pain

## 1986 UK MOTU COMIC MAGAZINES

Skeletor was able to fire Nega-Bolts from his Havoc Staff. They caused intense, searing pain that would temporarily disable his opponent.

## NEGA-SERUM

## 1986 UK MOTU COMIC MAGAZINES

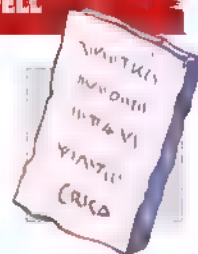
The Nega-Serum belonged to Targoz the Terrible from the Demon Dimension. Skeletor and Evil-Lyn planned to combine the serum with their own magic, creating a potion that would strip He-Man's sword of all its powers. They brought Targoz to Eternia and demanded he give them the Nega-Serum. However, as Targoz was suffering from the Frightful Flu, the Nega-Serum had an unintended effect on He-Man's sword, causing it to materialize Demon Cold Germs out of thin air whenever he attempted to use it. Targoz himself later helped He-Man reverse the spell and restore his sword to normal.



## NOTE SPELL

## 1983 FILMATION MOTU ANIMATED SERIES

Orko's Note Spell could create a small levitating slab of stone with a message inscribed upon it.



## OXY-PILL

## 1986 UK MOTU COMIC MAGAZINES

Oxy-Pills were special pills used by the Heroic Warriors that enabled them to breathe in space or underwater.

## POISON OF KANDAHAR

Evil Horde



**1985 FILMATION POP ANIMATED SERIES**

Created by Shadow Weaver from numerous ingredients, the Poison of Kandahar was a powerful black liquid used to destroy much of the Whispering Woods.

## POTION OF A THOUSAND HERBS

**1984 UK WORLD MOTU ANNUALS**

When Orko fell extremely ill after being bitten by a poisonous snake, Teela learned that the Potion of a Thousand Herbs, famously created by the great herbalist Signie, was the only hope of saving him. He-Man and Man-At-Arms traveled to Signie's village in Needle Valley to seek her help. Signie's Dove of Peace flew a vial of the potion to He-Man, who used it to cure Orko.

## POTION OF MAN-E-FACES

**1982 DC MOTU MINICOMICS**

Skeletor once forced the actor Man-E-Faces to consume a noxious magic potion. After he drank the potion, Man-E-Faces underwent a terrible transformation and became an evil monster obedient to Skeletor.



## POWER BALLS

**1983 FILMATION MOTU ANIMATED SERIES**

Skeletor's Power Balls were four red globes conjured by the Lord of Destruction. They could levitate, move with great speed, and explode upon striking a target.

## PRIMEVAL POTION



**1983 FILMATION MOTU ANIMATED SERIES**

The Primeval Potion was a pink liquid contained within a circular glass bottle. When poured into the Tar Swamp, it magically resurrected primeval creatures that had long ago sunk into the swamp.

## SCALE OF VERACITY



**1986 MOTU NEWSPAPER STRIPS**

The Sorceress used the Scale of Veracity spell in order to determine whether someone was telling the truth or not.

## SEA STORM CONJURATION

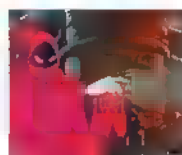


**1985 POP MINICOMICS**

By raising the Sword of Protection into the air and reciting a mystical incantation, She-Ra was able to conjure a powerful sea storm. The incantation went as follows:

*"I'm tired of all this toil and trouble! I cast a spell . . . Sea foam and bubble! Swallow up these fearful beasts! Make of them a scrumptious feast! They'll make a tasty monster stew! I must be gone . . . There's much to do!"*

## SHADOW BLAST



**1985 FILMATION MOTU ANIMATED SERIES**

Shadow Weaver's Shadow Blast was a powerful force of gray mist that could defeat an opponent.

## SHADOW CELL

**1985 FILMATION MOTU ANIMATED SERIES**

Shadow Weaver's Shadow Cell was a crystal-powered spell that would surround her victim in an eerie, rotating, inescapable gray mist.



## SHADOW COILS

**1985 FILMATION MOTU ANIMATED SERIES**

Shadow Weaver's Shadow Coils were a dark form of magic honed to perfection by the Horde witch. Although the purple coils looked like smoke, they were impenetrable and could effortlessly bind a victim.



**1986 UK POP COMIC MAGAZINES**

Shadow Weaver used the snake-like Shadow Coils to entangle and capture her enemies. She conjured the coils when She-Ra rescued the imprisoned Finian O'Foole from the Horde's clutches, but Finian sent them hurtling back at Shadow Weaver with his own magic, trapping her with her own spell.



## SHADOW SPELL

**1987 GERMAN EHAPA MOTU COMICS**

Disguising himself as the Shadow Jester, Hordak invoked the Shadow Spell by playing a magical flute. The spell had the power to take away the shadows of everyone who heard the flute's music.

## SHADOW WEAVER'S CRYSTAL BALL



Evil Horde

Oracular visions

**1985 UK WORLD POP ANNUALS**

Shadow Weaver's crystal ball was a solid, transparent orb with which she could project images of the past, present, and possible future.



## SHADOW WEAVER'S MAGIC DUST

Evil Horde

### SPECIAL ABILITIES

Morphing

1985 UK WORLD POP ANNUALS

Shadow Weaver's Magic Dust was a magical material that transformed her enemies into harmless animals or creatures, allowing them to be easily captured or defeated.

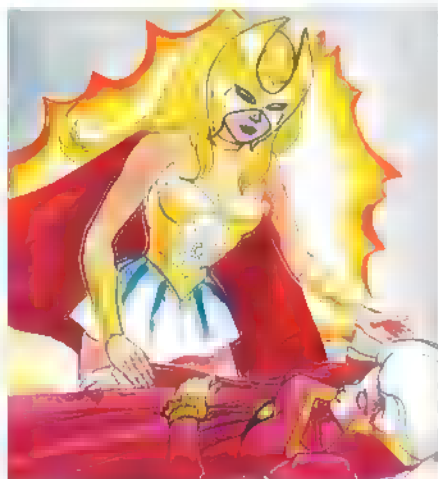
## SHADOW WEAVER'S SPIRIT SERPENTS

1984 UK WORLD MOTU ANNUALS

Shadow Weaver's Spirit Serpents was a spell of dark magic that unleashed a ghostly spirit that was part wraith, part shadow, and part serpent. The spell slithered through the sky as it sought out its victims. The invisible spirit would make its home inside a victim's heart, coiling itself tightly around the individual's spirit and causing severe illness.

Shadow Weaver cast the Spirit Serpents on Queen Angella while she slept in Castle Bright Moon. The only cure that could draw out the demonic serpent spell was a potion concocted by Madame Razz. Once the spirit was expelled from Angella's body, Madame Razz used her magic to send it back to Shadow Weaver.

## SHE-RA'S HEALING MAGIC



1983 GOLDEN MOTU BOOKS

In the Golden books, She-Ra's healing powers clearly originated from the Sword of Protection. Channeling the magic from the sword, She-Ra healed wounds and ailments in anything alive and used her power to heal Endor's wife.

1985 FILMATION POP ANIMATED SERIES

During the battle to free Bright Moon from the Horde, Swift Wind was hit by a Horde energy beam and knocked out of the sky. Distraught over the plight of her injured steed and friend, She-Ra discovered that she had magic healing powers that restored Swift Wind's health. She would go on to use the ability throughout the animated series.

## SHRINK SERUM

1986 UK MOTU COMIC MAGAZINES

The Shrink Serum, an invention of Jodder, one of Eternia's greatest scientists, could make any person or animal infinitesimally small.



The Evil Warrior Beast Man stole the serum just as Jodder had finished creating it and gave it to his master Skeletor. The evil Lord of Destruction used the serum to shrink He-Man to a tiny size and imprison him in an hourglass, intending for He-Man

to witness the downfall of Eternia before being buried alive by the sand. Skeletor had not realized that the effects of the serum were temporary and was taken by surprise when He-Man suddenly returned to his normal size, crashing through the hourglass and disposing of the serum.

On a later occasion, when Hordak attacked Eternia with an army of giant insects, Jodder duplicated the shrink serum so the Heroic Warriors could restore the insects' original size.

## SKARLO'S BOOK OF SPELLS

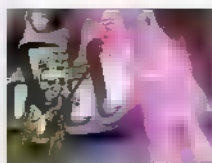
1984 UK WORLD MOTU ANNUALS

Skarlo's Book of Spells was one of the three objects found in Skarlo's Chest of Treasures. Shadow Weaver found the book fascinating, as it contained many new spells, as well as a genie that She-Ra used to help her save Kowl.

## SKELETOR'S DOUBLE SPELL

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Skeletor described his Double Spell as an "ace in the hole" because it allowed him to summon a double of himself. The double mimicked his exact movements and powers.



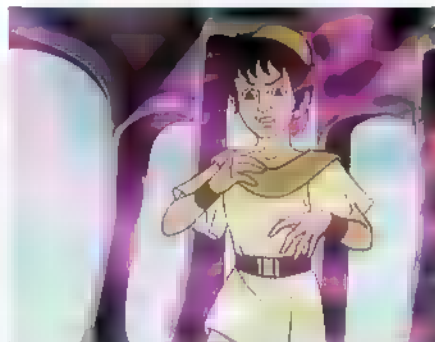
## SKELETOR'S LOCATOR SPELL

Evil Warriors

2008 MOTU CLASSICS

The Locator Spell was cast by Skeletor to find the most evil warriors in the Five Dimensions. Skeletor recruited the evil Scare Glow from Infinia after locating him with this spell.

## SKELETOR'S VIRUS SPELL



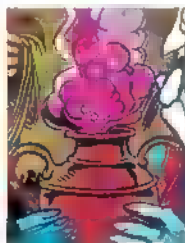
1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Skeletor used his Virus Spell to drain the life force from Priman teenager Caz. It was said to be incurable by any means of Priman technology or medicine.

## SLEEPING DRUG

Evil Horde

Inducing sleep



1986 UK POP COMIC MAGAZINES

The Sleeping Drug was a potion made by Hordak and used on a sleeping Adora so that she would remain asleep for a whole day. Hordak and his men not only drugged her but also abducted her and

sent her adrift at sea in a small boat. Hordak's intention was that Adora's friends would be so busy looking for her that he would be able to wreak havoc all over Eternia without the Rebels' meddling.

Fortunately, Kowl witnessed the abduction and followed Adora with her Sword of Protection, leaving it in the boat so that she would be able to transform to She-Ra when she awoke.



## SLEEPING SHADOW



**1985** FILMATION POP ANIMATED SERIES

Shadow Weaver's Sleeping Shadow was a spell that would surround its victim in a cloud, instantly sending them into a sleep from which they would never wake up.

## SORCERESS'S BOOK OF MAGIC

Heroic Warriors

**1983** FILMATION MOTU ANIMATED SERIES

Residing deep within Castle Grayskull, the Sorceress's Book of Magic possessed great knowledge and was key to understanding many aspects of Eternia. The Sorceress would occasionally consult the book in order to locate a particular spell.



## SORCERESS'S MAGIC CLOUD



Guardians of Castle Grayskull

**1983** GOLDEN MOTU BOOKS

The Sorceress's Magic Cloud was an enchanted cloud conjured to view images of the present time in any location. The Sorceress used this magic to show He-Man that the impostor Lady Irena was using a magic harp to bewitch all in the Palace of Eternia's Banquet Hall while Mer-Man kept the real Lady Irena imprisoned in the Crystal Globe.

## SPELL OF CLONING



Spell of Duplication

**1982** DC MOTU MINICOMICS

By tapping into the power of Point Dread, the depraved villain Skeletor lured the Goddess

into his clutches. He then channeled the Goddess's own power and combined it with his own to create Teela, her infant clone.

## SPELL OF CONTROL

**1985** FILMATION POP ANIMATED SERIES

Shadow Weaver's Spell of Control was by far one of her most powerful enchantments. She used it to control Adora's mind throughout much of her upbringing, forcing her to serve the Horde. Shadow Weaver would later use the same spell to control the mind of Peekablue. The spell could be broken either by another spell or by the willpower of the victim.

**2012** DC MOTU COMICS

Similarly, in the DC comics, the character of Adora served the Horde as the masked Despara, who again was enchanted by Shadow Weaver to forget questions about the Horde's methods and suppress instances of independent thought.

## SPELL OF EMPOWERMENT



**1983** MOTU MINICOMICS

The Sorceress's Spell of Empowerment could endow a hero of her choosing with increased physical power and battle prowess.

## SPELL OF ILLUSION

Evil Horde  
Creating Illusions

**1986** UK POP COMIC MAGAZINES

The Spell of Illusion was a spell that Shadow Weaver cast upon Catra in a bid to fool the Great Rebellion. The spell caused Catra to take on the appearance of She-Ra herself. In this guise, Catra roamed through the Etherian woods causing mischief by insulting every Rebel she encountered, slowly turning them against She-Ra—and then, later, against one another.

## SPELL OF IN-VISA'LITY

Great Rebellion

Invisibility

**1986** UK POP COMIC MAGAZINES

The Spell of In-Visa'Lity was cast by Madame Razz in an attempt to impress her friends by making herself invisible. Unfortunately, she had not taken into account one particular side effect of the spell—it would also make her blind. The only way to reverse the spell was for someone else to speak an incantation while moving their hands between Madame Razz's hands in a particular pattern. However, as Madame Razz was invisible, she had no way of showing her friends the pattern in which they would need to move their hands. She-Ra solved the problem by throwing Madame Razz into a pool, which caused the water that soaked her body to form a visible outline of her shape. This enabled Madame Razz to show She-Ra the necessary hand pattern, thus allowing her to restore Madame Razz's visibility and sight.

## SPELL OF LIGHT

### OTHER SPELLS

Dimensional Gateway Spell

Evil Warriors

Summoning

### 1982 MOTU MINICOMICS

Skeletor used the Dimensional Gateway Spell to open a gateway between dimensions in order to recruit interdimensional villains such as Trap Jaw, Scare Glow, and Ninjor.

### 2008 MOTU CLASSICS

In the Classics canon, Skeletor used the Spell of Light to find and recruit

new Evil Warriors. Skeletor cast the spell before the Second Ultimate Battleground and increased his fighting force with warriors including Blade, Ninjor, and Blast Attak. He also used a summoning spell to find Evil Warriors throughout the Five Dimensions—such as Scare Glow from Infinita—but it was not revealed if that was the same as the Spell of Light or a completely different spell.

## SPELL OF OMNIPRESENCE

### AFFILIATIONS

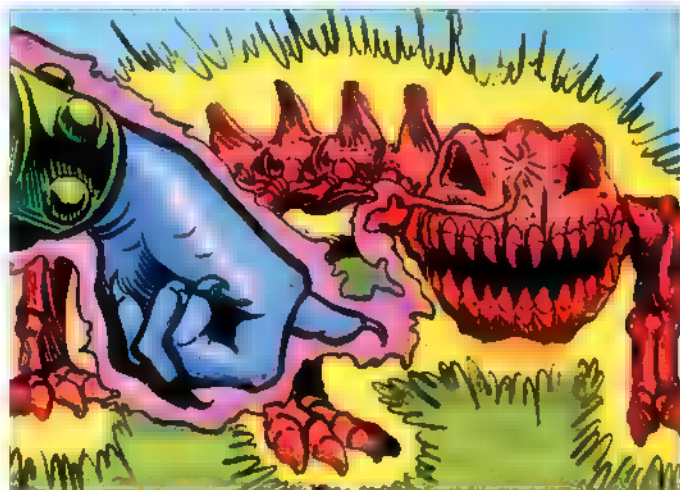
Evil Horde

### 1986 UK POP COMIC MAGAZINES

The Spell of Omnipresence was cast by Shadow Weaver to enable Hordak to transfer his consciousness into a

Spy Screen he had mounted in the Etherian sky, allowing him to spy on any location on Eternia. Castaspella was familiar with this spell and worked out a possible way for the Rebels to defeat it. As the spell was irreversible, Castaspella put an end to it by using her own magic to increase its power rather than reduce it. Consequently, Hordak saw too much detail all at once, and his confusion allowed She-Ra to destroy the screen and break the spell.

## SPELL OF RESURRECTION



Evil Warriors

### SPECIAL ABILITIES

Giving life to the dead

### 1983 MOTU MINICOMICS

Skeletor, no stranger to necromancy, used dark, forbidden magic to resurrect the skeleton of a long-dead Eternian creature and place it under his control. Dubbed "Battle Bones," the creature was later released from Skeletor's thrall by the Sorceress of Castle Grayskull.

## SPELL OF SEPARATION



Evil Horde  
Masters of the Universe  
Unnamed One

### 2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The Spell of Separation was invoked by Hordak in Eternia's ancient past to

cover half of the planet in darkness, with the hope that the denizens of the new Dark Hemisphere would one day conquer the free kingdoms of the Light Hemisphere. The spell required three artifacts to be created by Horde Wraiths and then joined to form the Triad of Discidium at the Well of Darkness. However, the spell proved to be too powerful and threatened to destroy the planet. Concerned for his own threatened existence, Hordak commanded the spell be stopped and the Triad's indestructible components scattered and hidden across Eternia. Many years later Tuvor and Baddhra, searching for a cure for the spell that had fused them into one being, sought the components in order to recast the spell, unaware of the threat it posed to all of Eternia. The Sorceress asked He-Man to intervene, but once the spell was begun again, it could only be stopped by splitting the components of the Triad and returning them to their hiding places: deep in the ocean, on a pillar in Subtarnia, and in the ruins of a pyramid in the Vine Jungle.

### 2008 MOTU CLASSICS

In the Classics canon, the Spell of Separation was a powerful incantation, but it was capable of affecting objects and people on both mystical and physical levels. The spell was written on the Tablet of Separation and in the possession of Hordak, who first used it to break open Eternia in order to obtain the Starseed contained at the planet's core. Hordak failed in his goal, but as in the 2002 canon he created the planet's Light and Dark Hemispheres, submerging huge portions of the supercontinent Preternia beneath the oceans and forcing the giant Procrustus to hold the planet together from within. Hordak had used the tablet and an artifact called the Triad, both of which were kept in Castle Grayskull after Hordak's defeat.

Thousands of years later, the Unnamed One would destroy Castle Grayskull and, after salvaging the tablet from its ruins, again use the spell to pull Eternia apart in order to obtain the Starseed. To save the planet, an alliance of magicians and the cosmic being Tug O'War joined forces and prevented Eternia's destruction. Unfortunately, the Unnamed One succeeded in obtaining the Starseed, which forced the giant Procrustus to rise to the surface and participate in the Third Ultimate Battleground.

The Spell of Separation was also key in the destruction of the Snake Men. During the First Ultimate Battleground, a time-traveling He-Man overheard Hordak boast that the spell could destroy King Hssss. He-Man then returned to his own time and asked his Trollan ally Orko, who the sorceress Teela revealed was the only being on Eternia who could cast the spell, to direct the magic against the Snake Men during the Second Ultimate Battleground. The spell appeared to divide the magically fused DNA combined by the Unnamed One, another Trollan, to create the Snake Men in the first place.

Although the Sorceress did not explain why only Orko could cast the Spell of Separation to defeat the Snake Men, it may have been because both he and the Snake Men's creator were Trollans. Neither the Unnamed One nor Orko appeared to need the Triad when they each cast the Spell of Separation, which may also have been because both were from Trollia and related to the Overlords of the Timeless Dimension.





## SPELL OF TRANSFORMATION



1985 POP MINICOMICS

She-Ra sometimes displayed magical abilities without the use of her sword. For example, she once transformed the Dragoness into a butterfly with a snap of her fingers.

## SPELL TO RAISE OR SINK THE ETERNIA TOWERS



1983 MOTU MINICOMICS

Eons in the past, the Ancients cast a powerful spell to sink the Three Towers of Eternia deep into the earth. Skeletor and King Hiss joined their magic to raise the mysterious towers in present-day Eternia.

## SPIN MAGIC



1983 FILMATION MOTU ANIMATED SERIES

Queen Elmora had the ability to cast a unique spell known as Spin Magic, allowing her to bind a person in Photanium chains spun out of thin air. After she cast the spell, her target would be surrounded by a small tornado which left the target trapped in the magic chains. Only He-Man was able to break Elmora's magic chains, the memory of which would later help her to see through Skeletor's trickery.

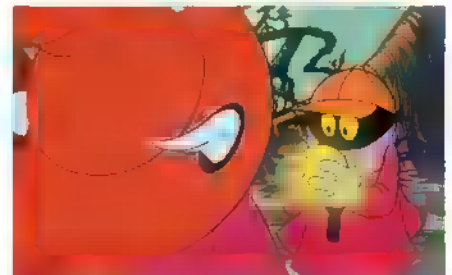
## TRANNIS'S LIFE FORCE



1983 FILMATION MOTU ANIMATED SERIES

Having cut down the forests and spoiled the rivers of the planet Trannis, Plundor used his abilities to turn Trannis's Life Force into a green liquid he stored in containers. He intended to sell the liquid for tremendous profit.

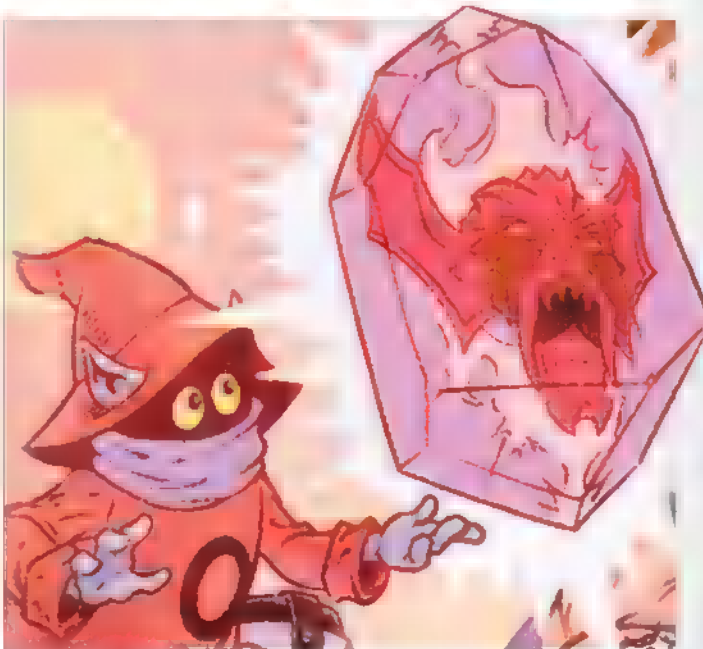
## TROLLAN HAT SWITCH



1983 FILMATION MOTU ANIMATED SERIES

The Trollan Hat Switch was one of Orko's specialty tricks. He would swap hats with an individual in the blink of an eye, without anyone being aware of it.

## TROLLAN SOUL-CATCHER SPELL



2008 MOTU CLASSICS

The Trollan Soul-Catcher Spell was a magical spell that could trap escaped souls in a jewel-shaped force field. Orko used the spell to trap the evil spirit of Horde Prime that had infected She-Ra's armor and transformed her into the warrior queen Despara.

## TWIGGET POTION OF INVISIBILITY



Twiggets

Invisibility

1984 UK WORLD MOTU ANNUALS

A concoction of the peaceful Twiggets, the Potion of Invisibility was usually given as a gift at special occasions and allowed its user to become invisible. The Twiggets mixed a batch of this brew to give to Speeder and Spool as a wedding gift. Acting on Hordak's orders, Catra and her Cat Warriors stole the potion and used it to become invisible so that they could ambush She-Ra. To counteract the invisibility, Perfuma used a blue flower poultice to cover Catra and her warriors and make them visible, allowing She-Ra and the Great Rebellion to defeat them.



UNDERWATER  
BREATHING POTION

1982 DC MOTU COMICS

Created by the wizard Tarrak, this potion allowed an individual to breathe water as if it were air for one full hour. When the effects of the potion wore off, the user would slowly begin to drown.

## UNIVERSAL PULSE

1986 UK MOTU COMIC MAGAZINES

The Universal Pulse controlled the flow of magical power throughout the universe. Sources of magic would come and go from different locations in the universe with the Universal Pulse. As Orko was an expert magician, he had a strong knowledge of the workings of the Universal Pulse and would regularly scan the Planes of Magic for new sources of magic power.

## UNREPEATABLE SPELL

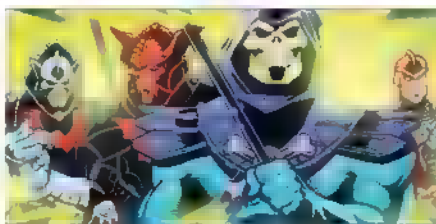
Masters of the Universe

Giving life to the warrior embodiment of Castle Grayskull

2008 MOTU CLASSICS

The Unrepeatable Spell was magic used by the Sorceress and He-Man during the Second Ultimate Battleground to create Castle Grayskullman, the living embodiment of the castle, who rose up from its hidden Chamber of Defense to protect it from its attackers. As the name implied, the spell could be cast only once, making Castle Grayskullman one of a kind, although he lived beyond the Second Ultimate Battleground and fought again in the Third Ultimate Battleground fifteen years later.

## VILLAIN'S CALL



Evil Warriors

Summoning

2008 MOTU CLASSICS

The Villain's Call was a spell used by the Unnamed One against Dare (He-Ro II) during the Third Ultimate Battleground. The spell appeared to act similarly to the Hero's Call, which Dare had learned about from Eldor in the past. Just as the Hero's Call summoned heroes from their prime to help the spell caster in battle, the Villain's Call summoned evildoers. The Unnamed One used the spell to summon Skeletor, Hordak, Horde Prime, and King Hssss, even though all were dead by the time of the battle. Dare answered the spell by calling He-Man, She-Ra, He-Ro, and King Grayskull to fight them. After the Unnamed One's death, the villains and heroes summoned by the spells all vanished.

## VINE OF ENSLAVEMENT

1990 NEW ADVENTURES OF HE-MAN  
ANIMATED SERIES

The Vine of Enslavement was a spell from the *Encyclopedia of Evil* Skeletor used to imprison Grot.

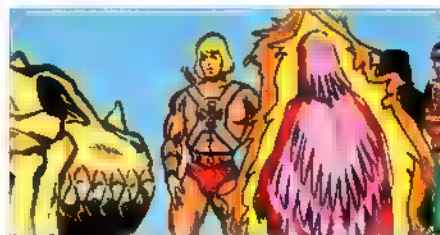
## VOICE BUDDLE SPELL

1985 FILMATION POP ANIMATED SERIES

Shadow Weaver's Voice Bubble Spell enabled her to lay claim to the voices of the Rebels by transforming them into bubbles. With the spell cast, an individual could move their mouth, but no sound would come out. The bubbles could be gently held, and the captured voice of the individual could be heard ever so slightly. In order to break the spell one had to merely pop the bubble.



## VOICE-GIVING SPELL



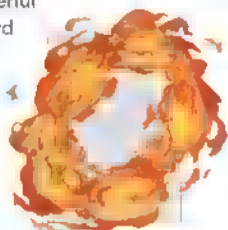
1983 MOTU MINICOMICS

After the sentient Battle Bones helped the Heroic Warriors battle Skeletor, the Sorceress used her magic to endow the skeletal beast with a voice, enabling him to share his tragic story.

## WHEEL OF FIRE

1983 FILMATION MOTU ANIMATED SERIES

The Wheel of Fire was a powerful magic that gave the wizard Morgoth the ability to appear in the skies over Eternia. Large fireballs rotated around Morgoth as he emerged, while his magic gem stabilized the Wheel of Fire's portal.



## WITCHCRAFT

1984 UK WORLD MOTU ANNUALS

Witchcraft was the practice of magic, especially black magic. It mainly included the use of spells and the invocation of evil spirits.

## WONDERLAND SPELL



1986 MOTU NEWSPAPER STRIPS

Skeletor once cast a spell that sent He-Man into the pages of *Alice's Adventures in Wonderland*, a book Adam's mother, Queen Marlena, brought to Eternia from Earth. Skeletor then projected himself into the book in the form of the Cheshire Cat. There, he taunted He-Man as the hero encountered various characters from Lewis Carroll's story.

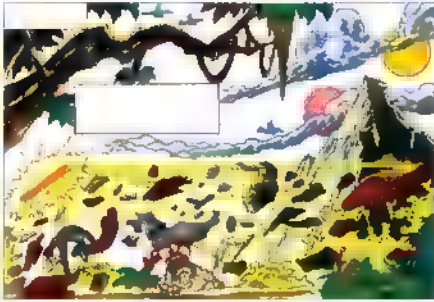
# CHAPTER 3

LOCATIONS





## AARBORIA



## 1986 MARVEL STAR MOTU COMICS

In the Marvel Star comics, Aarboria was a planet once dominated by the oppressive Horde regime. The Aarborians were able to battle the Horde and drive them from the planet, winning their freedom. In the present-day story line, Prince Barin was a leader among the people of Aarboria.

When He-Man and Hordak were thrown through the Star Gate and landed on Aarboria, they lost their memories. After recognizing Hordak as a member of the Horde, Prince Barin forced Hordak into the arena for a trial by combat.

TRIVIA: Aarboria and Prince Barin are clearly nods to the land of Arboria and Prince Barin of *Flash Gordon* fame.

## ABANDONED CASTLE



## 1983 FILMATION MOTU ANIMATED SERIES

Not far from the Royal Palace was an old, abandoned castle where Cringer and Orko went for a picnic. Once there, they

realized it was home to an oversized burrowing creature named Moak.

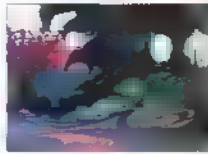
## ABANDONED MINING TOWN



## 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The small abandoned mining town on Denebria was the site of a battle between Dukan and the Mutants.

## ABRA



## 1983 FILMATION MOTU ANIMATED SERIES

In the Filmation cartoon, the city of Abra was home to David, Duke of Abra. Abra was allied with King Randor, and its people were keepers of the Ring of Remembrance.

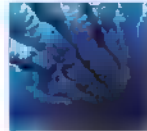
David's uncle, Count Marzo, stole the enchanted ring, robbed David of his memory, and turned him back into an eight-year-old boy.

## ABYSS

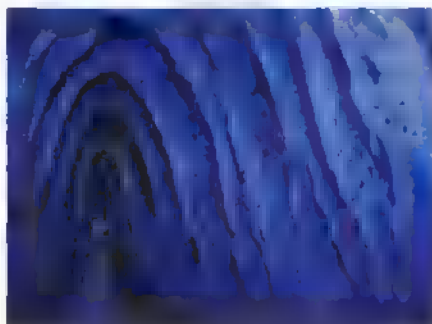
## 1983 FILMATION MOTU ANIMATED SERIES

Surrounding Castle Grayskull was a bottomless pit known as the Abyss. In reality, the Abyss went to the center of the planet, but according to legend, anyone who fell in would fall forever. The Abyss had strong updrafts and dangerous cliff faces that were home to large spiders.

Immense energy came from the Abyss when Adam transformed into He-Man, suggesting that the Abyss may have led to the source of Castle Grayskull's power.



## ABYSS OF SALISTICAR



## 1985 FILMATION POP ANIMATED SERIES

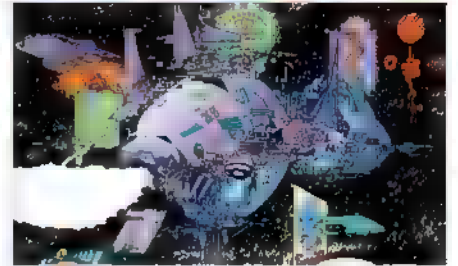
Shadow Weaver cast an evil spell which opened a crack in the floor and revealed the Abyss of Salisticar, a gateway into the Sixth Dimension.

## ACADEMICA

## 1986 UK MOTU COMIC MAGAZINES

Academica was the home world of Hordak, on which he taught students, assigned to him by Horde Prime, the villainous ways of the Horde Empire. It was here that Skeletor first met Hordak after he was selected by Horde Prime as an ideal student for him. Under Hordak's tuition, Skeletor conquered not only Academica, but the planet's entire solar system. This angered Hordak, as he had intended to rule the solar system himself, and this escalated the mounting tension between Hordak and Skeletor.

## AERO-VEGAX



## 1987 ITALIAN MAGIC BOY MAGAZINES

Aero-Vegax was an enormous, and dangerous, space casino, arcade, and gaming facility located in the Triax System. It featured such games as Mega Pinball, a gargantuan pinball machine. The flying complex was built to circumvent Primus's laws which forbade gambling on the planet's surface. Skeletor once attempted to use Aero-Vegax as a trap in a bid to destroy He-Man.

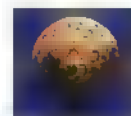
## AIR-SCHOOL

## 1986 UK MOTU COMIC MAGAZINES

Skeletor's Air-School was a training school where he trained the savage flying beasts known as Grangers to serve his evil needs. The school was located atop a high cliff. His plan was to wait until they were powerful enough and then send the army of Grangers to destroy Eternos City. When He-Man and the Heroic Warriors found out about the Air-School, they fought and overpowered the Grangers and destroyed the school.



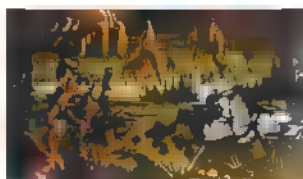
## ALCONIA-GEPPLEONIA 01



## 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Alconia-Geppleonia 01 was the name given to a brand-new moon that formed in the Tri-Solar Galaxy. It was discovered by Alcon and Gepple, who, unable to decide which one of them the moon should be named after, agreed to combine both of their names into one.

## ALIEN WORLD



## 1985 FILMATION POP ANIMATED SERIES

In an episode of *Princess of Power*, Modulok's Gate Maker went out of control. This caused the Horde Fleet, which had assembled to invade Eternia, to be sucked into a portal that led to an unknown alien world somewhere in the galaxy. The strange world had dark skies and black swamps and was populated by pink creatures with round heads, red hair, no arms, and two legs.

## ALITY

## 2008 MOTU CLASSICS

Ality was a small, Earth-like planet located in space and controlled by the Horde Empire. Ality was part of the Eternian Dimension.

## ALLWYN

## 1985 FILMATION POP ANIMATED SERIES

Allwyn, much like any other Etherian village, had a local inn and was under Horde rule. Norwin the magician and his student, Arden, often ate food at the inn.

## ALPHA-3

## 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Alpha-3 was a planet which came under attack from the Renegades of the Galaxy.

## ALPHADASE 3

## 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Alphabase 3 was a scientific facility that was visited by the Scientists of Primus.

## ALTAR OF SCHNEIDOR



## 2002 MVCREATIONS MOTU COMICS

The Altar of Schneidor could be found at a remote temple built by an ancient race that mastered interdimensional magic. The altar

had two spots upon which to place the Padawenn Stones, which could activate the altar's portal between them. Upon discovering it, Skeletor described the altar as having been used to store one of the greatest treasures in the realm. When both Padawenn Stones were used to open the portal, one could gain access to the Elixir of Schneidor.

## ALTHRA PORT

## 2012 DC MOTU COMICS

Controlled by the Horde on Eternia, Althra Port was the closest location to the forbidden island of Anwat Gar. When He-Man and Adora slipped quietly into the port to steal a boat, they instead freed the prisoners and animals being held to fuel the Fright Zone.

While they did not steal the boat as they had originally intended, Adora bonded with a flying unicorn, whom she named Swift Wind. The unicorn saved them from a chasm opened by the Fright Zone at the port and flew them to Anwat Gar.

## AMAZONIA

## 1986 UK MOTU COMIC MAGAZINES

Amazonia was a distant planet. It was home to Auburnia the sorceress, an old friend of Orko's.

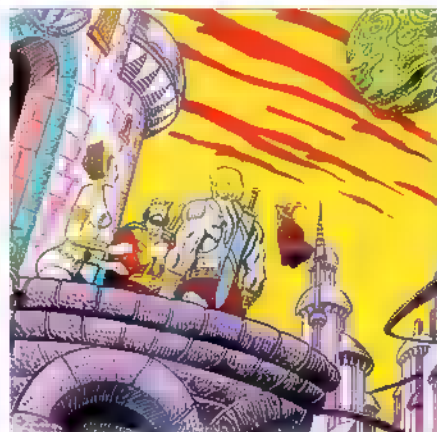
## AMBER FORTRESS



## 1983 FILMATION MOTU ANIMATED SERIES

The Amber Fortress was magically created by Beast Man and Trap Jaw using amber "seeds" sown into the ground and grown using a magic amulet, the Amber Crystal. The impenetrable fortress resembled an amber mountain peeking out of the ground and could fire energy bolts from its peak at intruders.

## AMYKRON



## 1987 GERMAN EHAPA MOTU COMICS

The planet Amykron was worshiped by the Eternians, as they believed it to be the origin of their solar system. To honor Amykron, Eternia celebrated the annual Day of the Great Planet. The festivities wouldn't start until a sacrifice was brought to Amykron and the carrier returned to Eternia unharmed.

## ANCIENT FORT

## 1986 UK POP COMIC MAGAZINES

The Ancient Fort, located in the Crimson Wastes, was used by the Horde. The fort was all that remained of a once-great city that was swallowed by the desert sands centuries ago. The site was said to be haunted. It was guarded by demonic Sand Devils in the service of Hordak. She-Ra and the Crimson Fury were taken by the Sand Devils and imprisoned within the fortress, bound by electro-shackles. Fortunately, their pets Swift Wind and Talon came to their rescue, and once freed, the two heroes released the Horde's hostages and overpowered the Hordemen within the fort. The fort was now free of the Horde, and She-Ra set it up as a rest station with food and water for desert travelers.

## ANCIENT OBSERVATORY

## 2008 MOTU CLASSICS

The Ancient Observatory was located under the main dome of Castle Grayskull on the planet Eternia. The observatory was located in the castle's Main Library and contained the Spherical Astrolabe and the Energy Anvil.

After King He-Man's coronation, his son Prince Dare was feeding his pet Craven in a secret compartment in the observatory and library when he saw his father place the Sword of He in the Energy Anvil. Dare would later remember to find the sword there when the evil Despara attacked Eternia and threatened his father's life.



## ANCIENT RUINS



**1983** FILMATION MOTU ANIMATED SERIES

Located in the Sands of Time, the Ancient Ruins were home to many undiscovered treasures. Aside from buildings that had been aged by the surrounding sands, there were also wondrous statues. One of the buildings housed the Zactons, thousand-year-old robots designed to protect the sacred treasures of the Ancients.

## ANDREENOS



**2002** MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The honeycombed city of Andreenos was the home of Buzz-Off and his race of Bee People, the Andreenids, deep in the Mystic Mountains. The city was defended by swarms of Andreenid warriors armed with stores of poleaxes, barbed metal spears, and a network of sensor screens allowing them to detect incoming attacks. A giant flying war machine was also used to ward off enemy invasions. The Andreenids grew the miracle food Ambrosia within their hive-like realm, harvesting and protecting it to preserve their way of life.

A war nearly broke out between Andreenos and Avion when Skeletor tricked Buzz-Off into believing that Stratos and the Avionians plotted to capture the city.

**2008** MOTU CLASSICS

Andreenos played a similar role in the Classics canon. Located in the Mystic Mountains of Eternia, close to Avion, Andreenos was the city of the Andreenid Bee People. Andreenos did not want to join King Randor's alliance, until Skeletor launched a sky war that convinced Andreenos's leader, Buzz Off, to side against the Lord of Destruction.

## ANDRILL

**1986** UK MOTU COMIC MAGAZINES

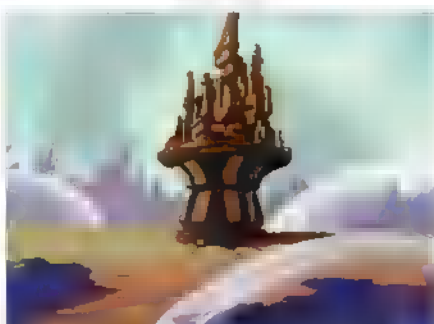
Andrill was a planet with metal-eating gases in its atmosphere. Its inhabitants, the Andrillions, were forced to use nonmetallic materials for construction and had managed to create powerful weapons and spacecraft without using any metals. Hordak planned to conquer Andrill and collect the metal-eating gas, which he would release into Eternia's atmosphere to destroy all the technological resources of the Heroic Warriors and leave them helpless against him.

## ANDROID FACTORY

**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Android Factory was located on Denebria. It was used by Skeletor to manufacture his Anadroid army.

## ANIMAL SANCTUARY



**1983** FILMATION MOTU ANIMATED SERIES

Dr. Sheveen and his son Rikki supervised the Animal Sanctuary on Eternia. The sanctuary offered shelter to a variety of exotic animals, including the Bigtooth Furlons.

## ANTAR

**1987** BRAZILIAN EDITORA ABRIL MOTU COMICS

Antar, the fifth star, was the home world of Shezar. Shezar's planet had been destroyed by a great war many centuries earlier.

## ANTARES

**1985** FILMATION POP ANIMATED SERIES

Located some six hundred million dexars from Etheria, Antares was home to Prince Jol. Antares children all had personal Robo-Friends, or robotic servants, and did very little for themselves.

## ANTI-ETERNIA

**1984** GERMAN MOTU AUDIO PLAYS

Anti-Eternia was the evil counterpart to Eternia. Located within the Universe of Darkness and populated with the most horrific monsters imaginable, Anti-Eternia was ruled by the evil Anti-He-Man. When Skeletor built the World Converter, he opened a portal to Anti-Eternia that enabled the monsters to wreak havoc on Eternia. Anti-Eternia was said to be the planet of horror and was described by the Sorceress as "hell."

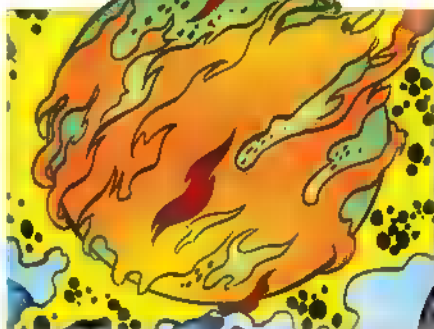
## ANTI-GRAYSKULL

**1984** GERMAN MOTU AUDIO PLAYS

Anti-Grayskull was the evil counterpart to Castle Grayskull. The white castle stood on Anti-Eternia. Instead of a skull, it featured the face of an angel on its front wall. Anti-Grayskull was ruled by Anti-He-Man, who referred to it as "Hell-Grayskull" in his battle cry.

TRIVIA: In the ad copy for Anti-Eternia He-Man (part of the Masters of the Universe Classics line), Mattel refers to the castle as "Hellskull."

## ANTIWORLD



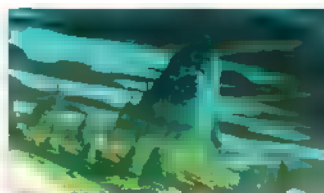
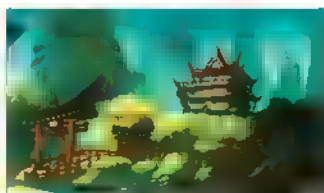
**1984** GERMAN INTERPART-CONDOR MOTU COMICS

Antiworld was a planet that moved through space surrounded by the remains of other planets it had collided with. Its outer atmosphere was full of monstrous creatures, but its surface was a paradise, for the souls of its former inhabitants had banished all evil from it. These ghosts were unable to see that their world had become

a cosmic threat until contacted by He-Man about their impending collision with Eternia. As Antiworld neared Eternia, it caused all manner of natural disasters.



## ANWAT GAR



## 2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

Anwat Gar was a deserted island in the Ocean of Gnarl, home to the Legacy Stones, ancient artifacts of great power protected by Sy-Klone in a large citadel overlooking the ruins of an ancient village once inhabited by the natives. Little was known about those who had lived on the island, aside from their architecture and advanced technology. Man-At-Arms suggested its people were once well known for their weaponry and soldiers from across Eternia had traveled to the island to study it.

The citadel in which the Legacy Stones rested was protected by a series of traps and two monstrous living statues that moved with great speed and strength.

## 2008 MOTU CLASSICS

The Classics canon provided a rich and complex history for Anwat Gar. In ancient times, Anwat Gar was a large island off the coast of the supercontinent Preternia on the planet Eternia before Hordak cast the Spell of Separation. It was the home of the blue-skinned Gar people and the site of the Ougraut Spaceport. It was composed of four ring-shaped cities and several mountain ranges. A colossal statue stood on the island's northern side.

Following Hordak's casting of the Spell of Separation, Anwat Gar was reduced to a small island located in the Golden Isles, an archipelago in the newly created Light Hemisphere.

## 2012 DC MOTU COMICS

In the 2012 DC comics, Anwat Gar became a forbidden island after the Gar played a role in the assassination of King Grayskull. Notably, it was on Anwat Gar where Adora transformed into She-Ra for the first time.

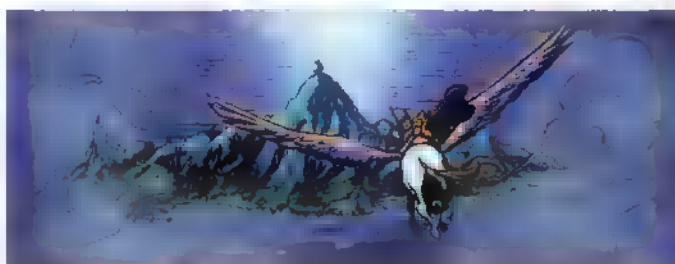
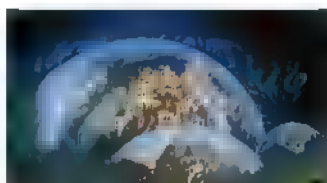


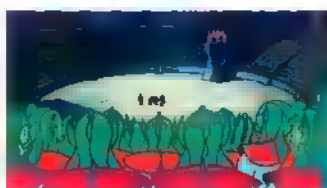
IMAGE COURTESY OF DC COMICS

## AQUATICA



## 1983 FILMATION MOTU ANIMATED SERIES

The legendary city of Aquatica was located far beneath the surface of the Harmony Sea. It was ruled by Princess Nami and possessed great wealth. Wondrous statues of Aquatican warriors populated its corridors, and its walls were adorned with beautiful gems. Aquatica also boasted a great tiered arena capable of holding many thousands of spectators. Here, the Aquaticans often saw the Lorbos looming over an unfortunate victim.

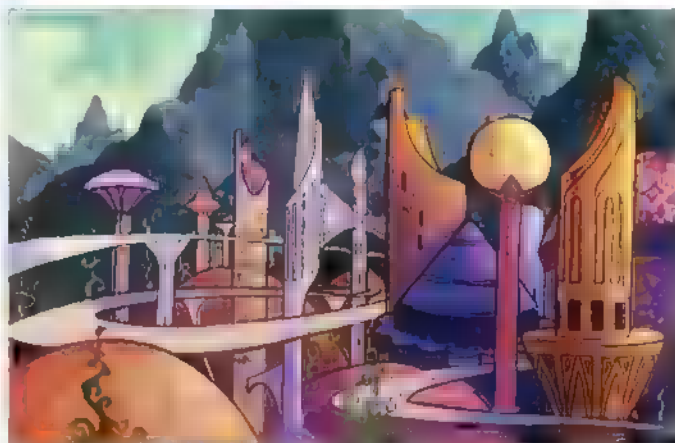


## ARACHNIA CITY

## 2008 MOTU CLASSICS

Arachnia City was a web-shaped underground settlement in Subternia that had been located on a large island off the northern coast of Preternia in ancient times. The city sank into Subternia following Hordak's casting of the Spell of Separation.

## ARCADIA



## 1983 FILMATION MOTU ANIMATED SERIES

Arcadia was a city ruled entirely by women and their queen, Sumana. The men of Arcadia were enslaved, forced to work in the mines beneath the city to obtain Arcalite, which the Arcadians used to power their city's protective force dome. Because of overmining, the city was in danger of collapsing into the mines.

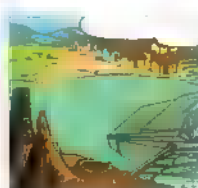
## ARENA OF PETRAK



## 1987 ITALIAN MAGIC BOY MAGAZINES

In the *Magic Boy* comics, the Eternian Olympics were held in the ancient outdoor Arena of Petrak. On at least one occasion, Skeletor won the draw and was allowed to organize the games.

## ARGONIA



## 1986 BRAZILIAN EDITORA ABRIL MOTU COMICS

The Eternian village of Argonia was an agrarian community populated by humble farmers. Argonia was nearly decimated by the giant robot Cibernum. After He-Man defeated the robot, Man-At-Arms used the automaton's parts to construct farming equipment for the Argonians.

## ARID SPRING OASIS

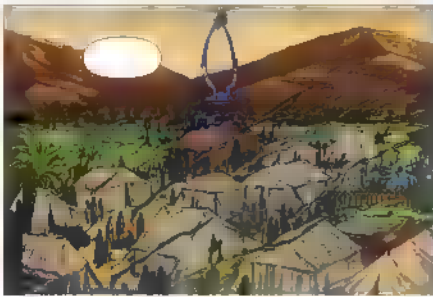
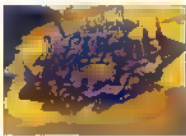
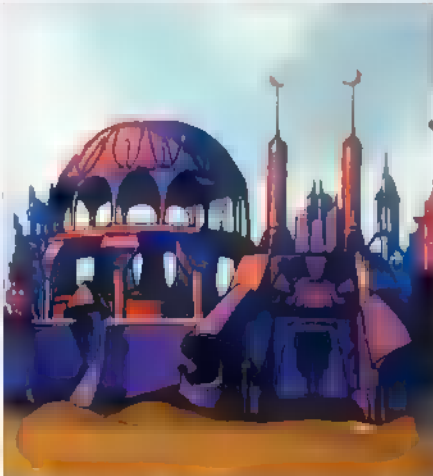


IMAGE COURTESY OF DC COMICS

**2012** DC MOTU COMICS

The Arid Spring Oasis was the desert home to Trap Jaw's encampment during the time that Skeletor ruled Eternia and had the Masters of the Universe under a memory spell.

## ARIDAN



**1983** FILMATION  
MOTU ANIMATED SERIES  
Aridan was a desert city wherein flowed the Fountain of Life. As long as the waters of the fountain continued to run, the city and its inhabitants were healthy.

## ARKOS'S CITY

**1986** UK MOTU COMIC MAGAZINES

Emperor Arkos's City was located on an unidentified planet on the other side of the universe. The city was under siege from an army of savage beasts controlled by the evil sorcerer Wraithbinder. Arkos's brave guards protected the city, but they were having trouble fending off the attacks until He-Man arrived. He-Man and Man-At-Arms saved the city by confronting Wraithbinder and teleporting the monsters to the world of Primeva.

## ARTANNA



**1983** FILMATION  
MOTU ANIMATED SERIES  
Artanna was a wide area of farmland adjacent to the Stone Mountain Dam on Eternia.

## ASTEROID RY874



**1990** NEW ADVENTURES OF HE-MAN  
ANIMATED SERIES

Asteroid RY874 was an unusually large asteroid near the planet Rintor. It was populated with vicious Asteroid Mutts.

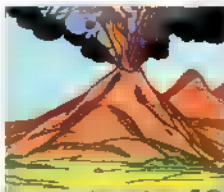
## ASTEROID ZONE



**1983** LADYBIRD MOTU BOOKS

The Asteroid Zone was a field of asteroids located near the planet Eternia and home to the Asteroid of Power. Aside from a wide variety of asteroids, it also contained much technological debris.

## ASTON VOLCANO



**1986** BRAZILIAN  
EDITORIA ABRIL  
MOTU COMICS  
Aston Volcano was dormant for many centuries, but it became active again in present-day Eternia.

The Indestructible Robot, which had been trapped within the volcano centuries earlier, broke free and went on a rampage when the volcano erupted.

## ASTRAL ZONE

**1986** UK MOTU COMIC MAGAZINES

The Astral Zone was the region of space where the world of Trolla (spelled "Trollah") was located.

## ASTRO-JAIL

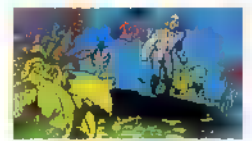
**1986** UK MOTU COMIC MAGAZINES

The Astro-Jail was a space prison orbiting the planet of Loredos in the Starband Galaxy. All of the galaxy's most dangerous prisoners were held there.

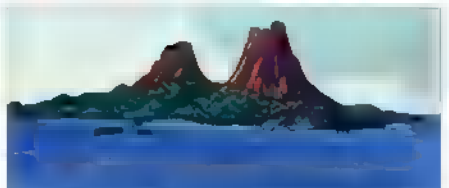
## ATLANTIS

**1986** BRAZILIAN  
EDITORIA ABRIL  
MOTU COMICS

The Editora Abril comics featured Eternia's own version of Atlantis. A long-lost civilization located far beneath the planet's surface, Atlantis could only be reached via a deep abyss found in the Black Cave near Snake Mountain. A lush land filled with strange vegetation and animal life, Eternia's version of Atlantis also featured advanced technological marvels, such as the Radionics Machine, a miraculous device capable of curing diseases and hunger. The Eternian Atlanteans were under constant attack by an evil warrior tribe called the Falcons. After He-Man assisted Atlantis in defeating the Falcons, the Atlantean leader Utah revealed that the ancient Atlanteans of Eternia were in fact ancestors of the modern-day Eternian monarchy.



## AVATHAR



**1983** FILMATION MOTU  
ANIMATED SERIES

According to legend, Avathar was an ancient island empire which ruled over much of Eternia long ago. In He-Man's day, all that remained was a small island filled with ruins, statues, and ancient writings.

Within the Avathar ruins was a museum which proved to be a storehouse of much of the relics of the civilization, including gems, weaponry, and other artifacts.



## AVION

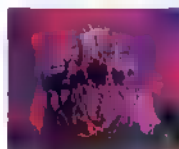


### 1982 DC MOTU COMICS

Avion was home to Eternia's Bird People. It was situated high in the peaks of the Mystic Mountains, a safe place for its inhabitants.

### 1983 FILMATION MOTU ANIMATED SERIES

Home to Stratos, Avion was the kingdom in the Mystic Mountains where Stratos's people dwelled.



### 1983 MOTU MINICOMICS

In the minicomics, Avion was the home of the heroic winged warrior Stratos, his human wife Delora, and the Bird People. The fabled city



of Avion was found high in the Mystic Mountains, and its most precious artifact was the Emerald Staff, which gave the Bird People the power of flight. The underground-dwelling Ilkorts were the mortal enemies of Avion and sometimes attacked the otherwise-peaceful realm.



### 1983 GOLDEN MOTU BOOKS

Avion, as depicted in the Golden books, was an ageless city of sleek crystal spires and golden avaries. It had known peace for countless generations.



### 1984 UK WORLD MOTU ANNUALS

In contrast to all other canons, in the World annuals, Avion was situated in the sparkling Sapphire Mountains, rather than the Mystic Mountains.

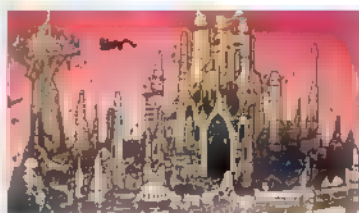
### 1984 GERMAN MOTU AUDIO PLAYS

In the German audio plays, Avion was protected by a force field which enclosed the city and by the Tree of Dying Time.



### 2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

In the MYP animated series, Avion's inhabitants were referred to as Avionians. The city was protected by battalions of Avionian warriors and a great flying war machine.



### 2002 MVCREATIONS MOTU COMICS

The MVC comics established that the city of Avion was founded by its leader, Stratos, in the place where he and his sister, Hawk, discovered the golden Egg of Avion.

### 2008 MOTU CLASSICS

The Classics further specified that Avion was situated in the northern peaks of the Mystic Mountains.

## AVIOPOLIS

### 2008 MOTU CLASSICS

Aviopolis was a golden, airborne city flying over the supercontinent of Preternia on ancient Eternia. It appeared to be situated over the Ocean of Fire on the edge of the Dragon Territory of Darksmoke.

## BANSHEE JUNGLE

### 1983 FILMATION MOTU ANIMATED SERIES

The Banshee Jungle was full of dense, twisted plant life. The Cave of Cambro and groups of Wolf Bats could be found there.

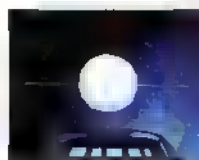
## BARON GROD'S CASTLE



### 1983 FILMATION MOTU ANIMATED SERIES

Situated near the Mystic Mountains, Baron Grod's Castle was an impressively large stronghold. Baron Grod himself would admire his collection of animal trophies from his throne or partake in target practice in the nearby fields. Baron Grod's guards stood watch atop the castle's turrets.

## BARREN ICE PLANET



### 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Barren Ice Planet in the Tri-Solar System was a planet devoid of life. Skeletor tested his

Reverse Gravity Generator on the Ice Planet to blast it halfway across the galaxy.

## BASILIA



### 1983 FILMATION MOTU ANIMATED SERIES

Basilia was a relatively small Eternian village composed of futuristic structures built above, below, and within its mountainous environs.

## BATMEX FACTORY

### 1986 UK POP COMIC MAGAZINES

The Batmex Factory was built on the banks of the Silver River on Etheria. Shadow Weaver's magic ensured the factory remained invisible and undetected by the Rebellion during its construction. Once it was completed, the factory was fully automated and impregnable to any outside attack. The factory and its resources would give Hordak enough power to launch an all-out assault on the Great Rebellion.

Once She-Ra learned about the factory, Peekablue used her peacock eyes to spy within its walls. She-Ra worked out a plan to break in via the rooftop stairway. As She-Ra and her friends were confronted by the Horde inside, the Siren Fish of the Silver River (which was being polluted by oil from the factory) emerged from the river and used their powerful siren call to break through the walls and bring the entire factory crashing down, giving the Rebels just enough time to escape. With Hordak's latest operation defeated, Castaspella used a combination of magic and science to clear up the pollution in the Silver River.

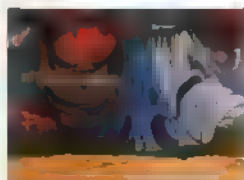
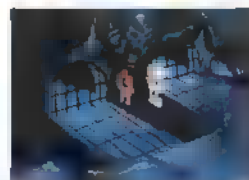
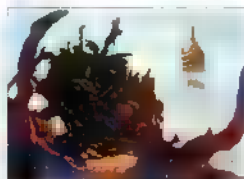
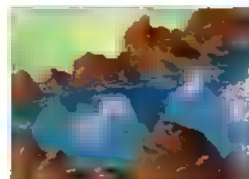
## BATTLE PLANET

### 2008 MOTU CLASSICS

The Battle Planet was a world located in the Eternian Dimension outside of space controlled by the Horde Empire. It had two small moons, and its surface was rocky and ravaged with many craters.



## BEAST ISLAND



**1985** FILMATION POP ANIMATED SERIES

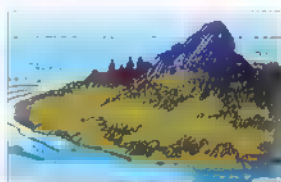
Beast Island was an infamous Etherian Horde prison with a bone motif. It was surrounded by a dense jungle filled with man-eating plants and vicious monsters. A lake was situated at the peak of Beast Island's only mountain.

The prison itself was said to be inescapable, and there were defenses and security cameras everywhere. The prison cells were small and dark, enclosed in metal bars. In an apparent oversight by the Horde, vines grew into many of the cells through ventilation shafts, providing a means of escape for some prisoners. The prison was destroyed by He-Man after he was rescued by the Great Rebellion.

Beast Island was also home to the Beast Warriors, later known as the Beast Protectors.

**1985** GOLDEN POP BOOKS

The Golden books specified that Beast Island was located in the Growling Sea.



## BEAST VALLEY



**1984** GERMAN INTERPART-CONDOR MOTU COMICS

Beast Valley was an area on Eternia which was a paradise until Skeletor split its heart with his axe. From that point on, horrible monsters and man-eating plants populated the valley, and none who entered left alive. Eventually, He-Man braved the labyrinthine tunnels that led to the valley's heart and removed Skeletor's axe, allowing the heart to beat again. The good sentient soul of the valley worked to restore Beast Valley to its former paradise.



## BEAST WARRIORS' VILLAGE

**1985** FILMATION POP ANIMATED SERIES

The village of the Beast Warrior tribe was located on Beast Island on the planet Etheria. The village was home to the tribe leader Korg and his tribesmen, who followed a specific set of laws to fulfill the rite of passage to become a Beast Warrior. The villagers lived in small, primitive teepee-like structures that had a curling red vine around the outside. The stream that ran through the village did not provide enough water for both the indigenous animals and the villagers, so She-Ra used the lake at the peak of the nearby mountain to widen the stream.



## DELATRAD

**2008** MOTU CLASSICS

Belatrab was a large blue planet, possibly a gas giant, located within the space controlled by the Horde Empire. It had five moons and a large red spot on its surface.

## BELOT CASTLE



**1983** FILMATION MOTU ANIMATED SERIES

Belot Castle was located in underground caverns beneath Eternia and was the home of Subternius.

## BERSERKER CASTLE

**2008** MOTU CLASSICS

Berserker Castle was a small, four-towered fortress located within the territory of the Free People on Pretornia in Eternia's ancient past. It was situated close to Horde Territory.

## BERSERKER ISLANDS

Berserk Islands

**1984** GERMAN MOTU AUDIO PLAYS

The Berserker Islands were located in the Harmony Sea and boasted a number of fire-spewing mountains. The center of Mer-Man's underwater kingdom was said to be nearby.

**2002** MVCREATIONS MOTU COMICS

The MVC comics referred to this group of islands as the Berserk Islands. They contained a number of villages and were ruled by King Trinok. It was on the Berserk Islands that Beast Man first entered into Keldor's service.

## BESTOUS

**2008** MOTU CLASSICS

Bestous was a large red planet located deep within the Horde Empire and close to Horde World. It had one small moon and an industrialized surface similar to Horde World itself.

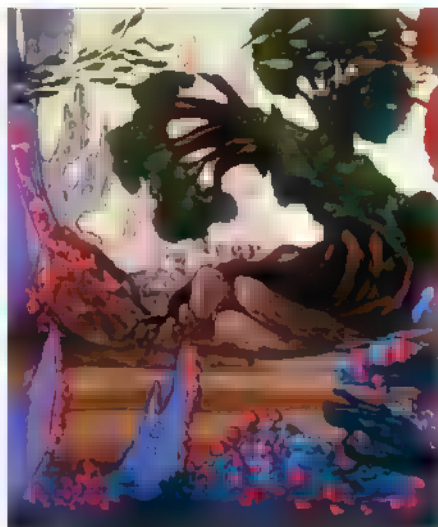
## DIBBET CAMP

**1985** FILMATION POP ANIMATED SERIES

The Bibbet Camp was located within the Bibbet Forest on Etheria. Surrounded by beautiful plants and flowers, the Bibbet Camp was a simple place with a throne for the tribe's elder. No one had actually seen a Bibbet until the Horde began clearing the forest to build a factory.



## DIBBETLAND



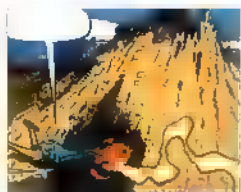
**1985 FILMATION POP ANIMATED SERIES**  
Bibbetland was a beautiful forest full of amazing flowers and other vegetation. It was home to the Bibbets, who resided in a camp which included a throne for their elder. The Bibbets' way of life was disrupted when the Horde began clearing away the forest to make way for a new factory.

## BIG DITCH CANYON



**1985 FILMATION POP ANIMATED SERIES**  
Big Ditch Canyon was a popular campsite in the kingdom of Bright Moon on Etheria. It was picturesque and provided good climbing resources.

## BLACK CAVE



**1986 BRAZILIAN EDITORA ABRIL MOTU COMICS**  
The Black Cave was a tenebrous cavern located near Snake Mountain. Its most distinct feature was a deep abyss which led directly to Eternia's own version of long-lost Atlantis.

## BLACK PIT



**1982 DC MOTU COMICS**  
The Black Pit was located in the Dark Sea. In its deepest trenches was a dimensional gateway that led to Earth and one half of the Sword of Power.

## BLACK SUN

**1984 GERMAN MOTU AUDIO PLAYS**  
The Black Sun was summoned when Skeletor obtained the Scepter of Infinite Power. Flying through space, it was strong enough to move nearby stars. About a thousand times larger than Eternia, the sun was on a collision course with the planet. Through the help of an ancient time machine, the Masters of the Universe successfully moved Eternia out of the sun's course temporarily. After passing Eternia, the sun continued on its course through space.

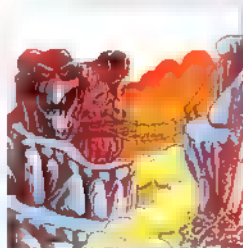
## BLACKSMITH'S ATOMIC FORGE

**1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES**

The Atomic Forge was where Yolt, the Blacksmith of Cretus, forged his powerful weapons. He claimed to be able to read the fires in the forge to tell the future.



## BLOOD FALLS



The water flowed past blasted trees and murky swamplands.

**1983 LADYDIRD MOTU BOOKS**

The Blood Falls was a waterfall in a blood-red river that cascaded under the footbridge which connected one peak of Snake Mountain with the

## BLOOD RIVER

**2008 MOTU CLASSICS**  
The Blood River was a river reaching from Snake Mountain to the Death Channel and Harmony Sea in the Dark Hemisphere of the planet Eternia.

## BLUE MOUNTAIN

**1985 FILMATION POP ANIMATED SERIES**  
Blue Mountain was located far from the Whispering Woods on Etheria, and few had ever met anyone from the Blue Mountain kingdom. It was the domain of Prince Highcliff.

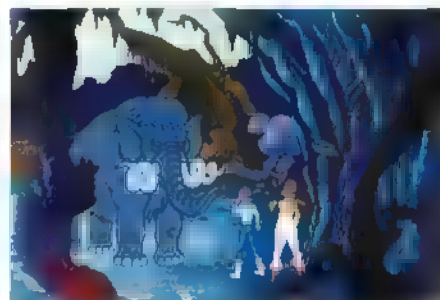
## BLUE MOUNTAINS

**1986 UK POP COMIC MAGAZINES**  
The Blue Mountains were home to a magic dragon who was a victim of a scheme by Hordak and Shadow Weaver, who stole his flame.

## BLUE SWAMP

**1983 FILMATION MOTU ANIMATED SERIES**  
The Blue Swamp on Eternia was the natural habitat of both Elodons and Garks.

## BLUE VALLEY



**1983 FILMATION MOTU ANIMATED SERIES**  
The Blue Valley was the natural Eternian habitat for Bigtooth Furlons and Chimporillas.

## BOILING SWAMP



**1987 ITALIAN MAGIC BOY MAGAZINES**  
The Boiling Swamp was an inhospitable, steaming body of water on Eternia. It was filled with quicksand, and scalding geysers frequently erupted from within the murky bog.



**BOLAJET SPEEDWAY**

**1990** NEW ADVENTURES OF HE-MAN  
ANIMATED SERIES

The Bolajet Speedway was a huge stadium on Primus where Primans competed against one another in Bolajet races.

**BORDERLANDS**

**1983** GOLDEN MOTU BOOKS

The Borderlands were an area that separated the Light and Dark Hemispheres of Eternia.

**BOTTOMLESS HOLE OF TROLLA**

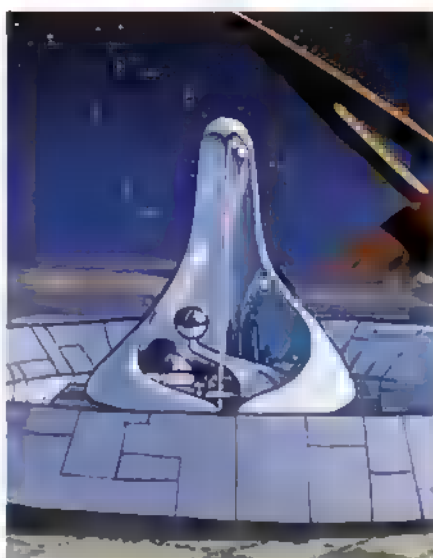
**1983** FILMATION MOTU ANIMATED SERIES

The Bottomless Hole of Trolla, located on the planet of Trolla, was said to go on forever. The blue chasm was filled with jagged rocks and strong winds.

**BRIGIS**

**1985** FILMATION POP ANIMATED SERIES

The inhabitants of the magical Etherian village of Brigis enjoyed eternal life, thanks to an agreement between its chief and a witch. As part of the agreement, Brigis would reappear on modern Etheria for a single day once every five hundred years. The villagers would stay within the safety of their village that day, for if any of them were not within the confines of Brigis at its end, the spell would be broken.

**BRIGHT MOON**

Brightmoon

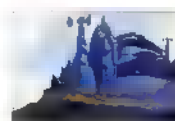
FOR THE ETHERIAN KINGDOM, SEE  
KINGDOM OF BRIGHT MOON

**1983** FILMATION MOTU ANIMATED SERIES

Eternia's Bright Moon was once a cold, dead satellite. Twenty years before the rise of He-Man, it was transformed, under the leadership of Professor Orion, into a self-sustaining colony with canals, farms, and an artificial atmosphere. Though the people of the Bright Moon were often willing to help the people of the poverty-stricken Dark Moon, Skeletor almost succeeded in stirring up a war between the two peoples by causing a series of disasters on the Dark Moon and framing the people of the Bright Moon for the crimes. After Skeletor's scheme was exposed, the people of both moons signed a treaty of friendship.

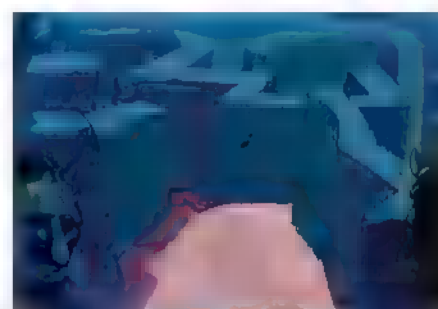
**2008** MOTU CLASSICS

The Classics canon gave a few different details about Eternia's Brightmoon. Brightmoon was located in Eternia's Light Hemisphere. Although it was only Eternia's second-largest moon, it was big enough to possess a small, concentrated ring of orbiting debris.

**BRINDLE'S CASTLE**

**1983** FILMATION MOTU  
ANIMATED SERIES

Brindle's relatively small castle resided atop a hill and was unique in its design. Primarily dome shaped, it featured jagged edges and blade-like spires, creating a strange sculpted-metal appearance.

**BRINDLE'S MAZE**

**1983** FILMATION MOTU ANIMATED SERIES

Designed by the wizard Brindle to test suitors for his daughter's hand in marriage, this maze was enchanted with many moving corridors and surprising traps. Its impressive entrance was an archway of hedges, one of which was sculpted to resemble a gargoyle. The hedges themselves seemed endless and led to various tests of the suitor's morality. At the center of the maze was the Tree of Many Fruits, upon which grew the Silver Apple that Brindle required the suitor to bring to him. Brindle also allowed the suitors to select a champion to pass through the maze in their stead, which was why the dragon Torm sent He-Man as his champion.

**BURNING DESERT (I)**

**1985** LADYBIRD POP BOOKS

The Burning Desert was a vast and tremendously hot desert on the planet Etheria.

**BURNING DESERT (II)**

**1983** ITALIAN PIÙ MAGAZINES

The Burning Desert was a barren wasteland of sand on the planet Eternia.

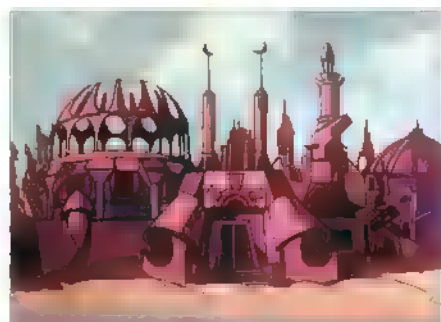


## BUZZ-OFF'S COLONY



**1983** FILMATION MOTU ANIMATED SERIES  
Buzz-Off was the leader of a colony of Bee People whose unnamed kingdom was a grand honeycomb castle high in the mountains. The colony also kept a storehouse for their honey harvest in the Evergreen Forest.

## CALASH



**1983** FILMATION MOTU ANIMATED SERIES  
Calash was a rundown village in the Sands of Time composed of ruins. Its population was few to none.

## CALIFIA

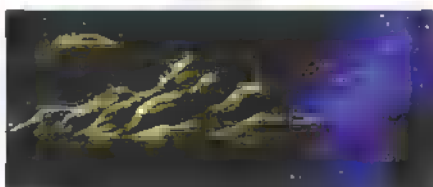
**1986** MOTU NEWSPAPER STRIPS  
Little is known about Eternia's land of Califa. There was great tension between the kingdom of Rondale and Califa due to a situation involving the Merken Islands, which belonged to Rondale for hundreds of years until Califa moved in and took them over. The populace of Rondale became outraged when their sovereign, Queen Elisa, expressed her desire to send her son, the crown prince Corwin, to study in Califa.

## CALIGAR FIEFDOM

**2008** MOTU CLASSICS

The Caligar Fiefdom was the home of the reptilian Caligars in Subtania beneath the planet Eternia's surface. After the untimely demise of the old chieftain, his son Ceratus succeeded him. Ceratus's brother Torrant Krazut resented Ceratus, who banished him after he helped Keldor attack Caligar's ally Randor during the Great Unrest. Ceratus later took his army to the surface to fight alongside Randor, but they returned to find their home in ruins. The Caligars blamed the bat-like Speleons, who also inhabited Subtania, and the two races were bitter rivals for years until King Randor convinced them to join his alliance against Skeletor and the Snake Men.

## CAMEROON ASTEROID



**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Cameroon Asteroid was a huge rock located some distance from Primus, in the middle of an asteroid field.

## CAMP DENEbria



**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Camp Denebria was a Mutant base run by Skeletor, who claimed the motto of the camp was "We let no one leave unhappy, because we let no one leave." It contained various traps and interrogation devices.

## CANDOR'S MOUNTAIN



**1985** FILMATION POP ANIMATED SERIES

The wizard Candor lived in a cave within the rugged peak of a mountain. The fiendish Shadow Weaver set a trap in the cave for Candor's apprentice Ely, who noticed the absence of the candles that usually kept the habitat well lit. Candor himself had left the mountain to begin his hundred-year sleep.

## CANYON



**1983** FILMATION MOTU ANIMATED SERIES  
Riddled with deadly cliff faces and chasms, the Canyon was an ideal place for Man-At-Arms to test his Portable

Teleportation Device. The Attak Trak was the vehicle best suited for the incredibly rough terrain.

## CANYON OF SPIDERS



**2016** SUPER7 CURSE OF THE THREE TERRORS CARTOON

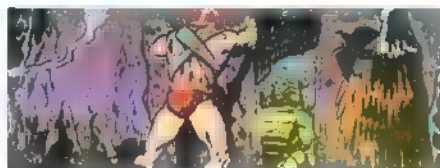
The Canyon of Spiders was located at the border between the Light Hemisphere and the Dark Hemisphere on Eternia. It was, as the name implies, inhabited by many spiders. Mount Prometheus was located at the far end of the canyon.

## CARCASS CANYON



**1987** GERMAN EHAPA MOTU COMICS  
Carcass Canyon was a large trap controlled from a secret base hidden within one of its walls. Skeletor could manipulate the walls of the canyon, making them come together and crush his enemies between them. He never had the chance to use his trap, as He-Man put a stop to it.

## CARMINVARO CAVERNS



**1986** MOTU NEWSPAPER STRIPS

The Carminvaro Caverns were a distant group of caves on Eternia. After he was defeated in the present day, King Hiss was seemingly placed into a state of suspended animation and imprisoned in the Carminvaro Caverns.

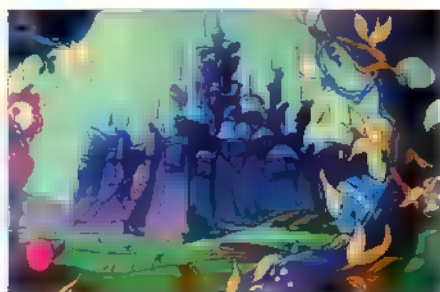
## CASTLE ACKLE



**1983** FILMATION MOTU ANIMATED SERIES

Castle Ackle was Zalt's spider-like stronghold in the magical world of Omiros. Guarded by a three-eyed giant, it was less than inviting and stood perched upon a piece of land that seemed to defy gravity.

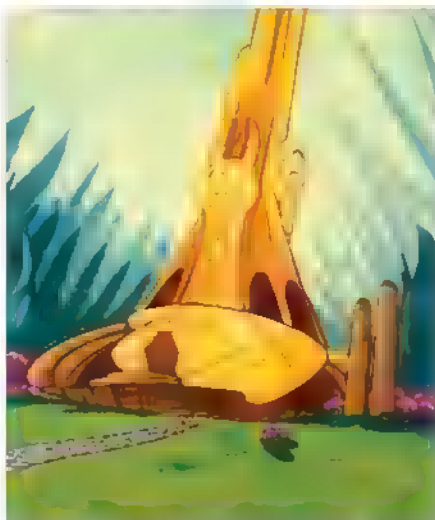
## CASTLE BLACKMOOR



**1985** FILMATION POP ANIMATED SERIES

Castle Blackmoor was the site of the Rebel Fair—a celebration to commemorate the founding of the Great Rebellion and its war against the tyranny of the Evil Horde.

## CASTLE BRIGHT MOON



**1985** FILMATION POP ANIMATED SERIES

Castle Bright Moon was the home of Queen Angella and her daughter Glimmer. The kingdom of Bright Moon was one of the last to fall to the Horde, and after Adora's defection to the Great Rebellion, the Rebels reclaimed the kingdom and the castle for Angella. Etheria's twin moons powered the castle via the Moonstone.

Queen Angella maintained a staff at Castle Bright Moon, including guards and cooks. The guards were well trained and wore either blue or orange uniforms.

The children who were often seen playing about the castle were well behaved, polite, and always eager to meet the members of the Great Rebellion who visited.

**1985** LADYBIRD POP BOOKS

The Ladybird books depicted a large lake, known as Lake Bright Moon, behind Castle Bright Moon.

**1986** POP COMIC MAGAZINES

As in other canons, Castle Bright Moon received its powers from Etheria's moons, but here a series of mystical shields at the castle's heart absorbed the moons' power and channeled it through the castle.

**2012** DC MOTU COMICS

In the 2012 DC comics, Castle Bright Moon, once a symbol of hope for all Etherians, was captured during a Horde assault led by Skeletor. All of the citizens of the kingdom of Bright Moon were enslaved, including Queen Angella.

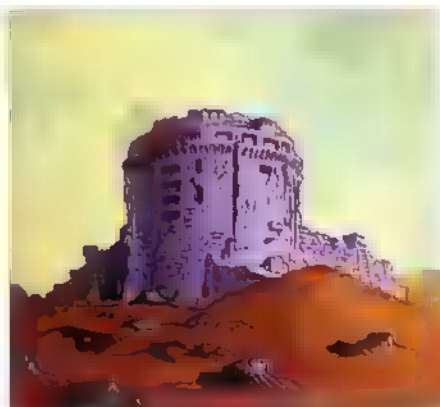
## CASTLE CHILL



**1985** FILMATION POP ANIMATED SERIES

Castle Chill was Frosta's fortress located in the Kingdom of the Snows on Etheria. It appeared to be constructed from ice.

## CASTLE CONDORE



**1985** FILMATION POP ANIMATED SERIES

Castle Condore was the stronghold of Baron Condore in an Etherian desert. It was little more than a tower surrounded by partially buried ruins.

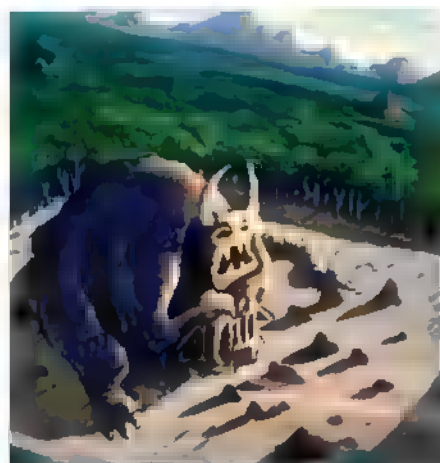
## CASTLE DARKSPUR



**1985** FILMATION POP ANIMATED SERIES

Home to King Darkspur, Castle Darkspur was a stone structure with a bird motif to its design. Dangerous and treacherous paths led up through its many levels to its entrance, and dead vines hung to its walls. The edifice overlooked a drab brown forest.

## CASTLE FEAR



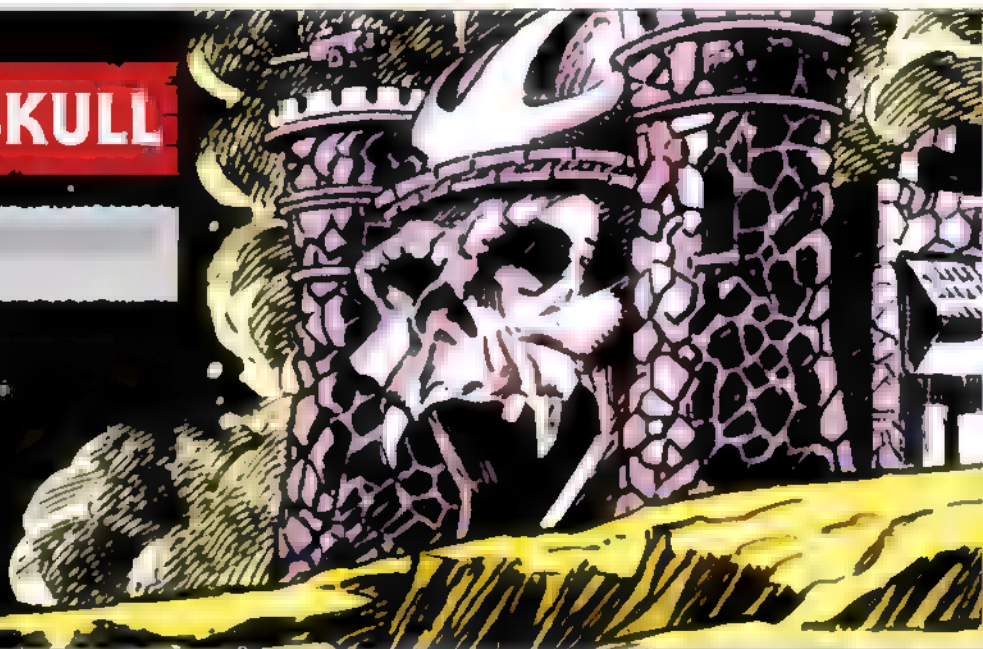
**1983** FILMATION MOTU ANIMATED SERIES

The gargoyle-like Castle Fear was home to the Enchantress and her assistant. It was perched upon the levitating Lost Mountain and protected by the Enchantress's mud creatures, swamp moss, and dark magic.



# CASTLE GRAYSKULL

Fortress of Mystery and Power



## 1982 MOTU MINICOMICS

Castle Grayskull was Eternia's ancient and legendary fortress of mystery and power. Its origins were obscured by time, and no one remembered who built it. All that was known was that it had been erected long ago, before the Great Wars.

There was immense power hidden within Grayskull's ominous, skull-shaped exterior and impenetrable walls. In this place

of wonders, whoever controlled Castle Grayskull controlled the universe. While arcane magic permeated its very essence, it was also outfitted with advanced weaponry and computer technology. Among these was a large two-barreled laser cannon mounted atop one of its towers.

Castle Grayskull was filled with weapons and strange, shadowy rooms. Enemies could be sent falling into the castle's dank dungeon on its lower level through a trapdoor in the throne room.

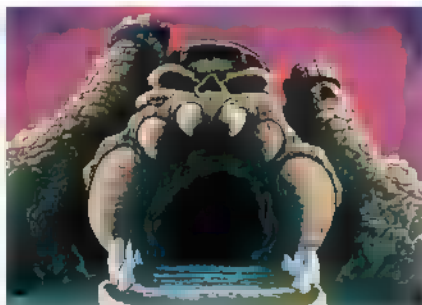
The castle was guarded by an ethereal spirit who communicated with the great heroes of Eternia. The spirit knew, but did not disclose, that He-Man himself would someday become the true king of Castle Grayskull by uniting both halves of the Power Sword to enter Castle Grayskull, claim its throne, and learn the secrets of the universe. In addition, the spirit informed Teela that she was fated to become the guardian of the castle.

The evil wizard Skeletor desperately craved the power hidden within the ancient structure, but the spirit knew that He-Man was the prophesied warrior destined to become king of Castle Grayskull.

## 1983 FILMATION MOTU ANIMATED SERIES

As in other canons, Castle Grayskull held ultimate power in the Filmation series. Additionally, however, it provided Prince Adam with the ability to transform into He-Man using the Sword of Power. The ancient structure was perched

above the Abyss, which served as a moat, in the Evergreen Forest of Eternia. Furthermore, the Abyss appeared to be where the source of the castle's power was housed. The lush foliage surrounding it helped obscure its location and kept the fortress hidden from would-be intruders.



The powers of any who entered Grayskull were enhanced, whether good or evil.

Grayskull's drawbridge was referred to as the Jaw-Bridge, as it opened downward from the skull's mouth and was lined with stony teeth. He-Man could cause the Jaw-Bridge to open by raising his sword and saying,

"By the Power of Grayskull, I command the Jaw-Bridge open!" Others, lacking permission to enter, were forced to breach the castle's defenses or, on one occasion, answer a riddle posed by the castle. Grayskull's defenses could not be used against any who was a friend to He-Man.

Castle Grayskull's protectors were a long line of Sorceresses, chosen by heritage or for their virtues. Each candidate would enter the Pool of Power, and only the wisest and gentlest would receive the Power of Grayskull.

Among the many wonders within Castle Grayskull's walls was a magical timer in its main chamber which used a circular pattern of lights to indicate the remaining time. The Window of Spirits allowed the Sorceress to communicate with other beings across dimensions. The Chamber of Light could cure many ailments.

Castle Grayskull's upper levels contained a laboratory; the Hall of He-Man, which was full of captured weapons from Eternia's history; the Time Corridor; and a small hall of doors, behind which were kept many of the castle's secrets.

A large stone head inside the castle would test those who wished to obtain Grayskull's power.

## 1983 MOTU MINICOMICS

In the MOTU minicomics, it was further established that a passage leading to the core of Eternia existed beneath Castle Grayskull.

## 1983 KID STUFF MOTU RECORDS

The Kid Stuff records presented an origin for Castle Grayskull. Centuries ago, the wise Council of Elders, the ruling body of Eternia, were warned of the threat that Skeletor would one day pose to the planet. They consolidated their





combined magic and knowledge into an omnipotent, glowing Orb of Power. To protect this orb from the forces of evil, they transformed their seat of government, the beautiful Hall of Wisdom, into an edifice so frightening that only the very brave, or the very foolhardy, would ever dare to enter it.

Over the years, Castle Grayskull's existence faded into myth and legend, until few, if any, knew its location. When Skeletor came to Eternia at last, the castle was protected by the Sorceress and Prince Adam, who had been given the Sword of Power to become He-Man. By this time, the castle was a crumbling ruin, with thorny vines climbing its walls and bats within its abandoned towers. Even still, the spirits of the Elders existed inside, ready to give aid to He-Man when Skeletor threatened to seize the castle.



#### 1983 GOLDEN MOTU BOOKS

In contrast to earlier or contemporary canons, the Golden books established that Castle Grayskull housed a crystal chamber, inside which was stored the Council of Elders' Orb of All Wisdom.

#### 1983 LADYBIRD MOTU BOOKS

The Ladybird books included the Great Hall of Castle Grayskull as the main audience chamber where the Sorceress received He-Man after she had summoned him.

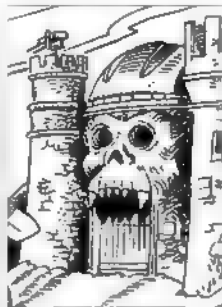


#### 1984 UK WORLD MOTU ANNUALS

The World annuals stated that Castle Grayskull was located in a clearing within the Eternian Forest of Wind, rather than the Evergreen Forest, and the Council of Elders originally resided at the ancient Pyramid of Myrabim and later relocated to Grayskull.

#### 1984 GERMAN MOTU AUDIO PLAYS

Though mostly consistent with their contemporaries, the German audio plays stated that only He-Man, Man-At-Arms, or Teela could enter Castle



Grayskull to consult the Sorceress. However, other heroic characters were allowed to enter the castle at times. Its living images allowed the Sorceress to "see" what was happening throughout Eternia, and its computers held vast stores of knowledge. Its drawbridge could only be opened with the Sword of Power and He-Man's battle cry.

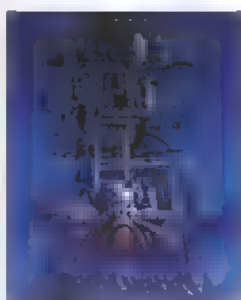
#### 1984 GERMAN INTERPART-CONDOR MOTU COMICS

The Condor comics stated that Castle Grayskull's great power came from a foreign dimension.



#### 1986 UK MOTU COMIC MAGAZINES

In the UK comics, Castle Grayskull was built upon the foundation of a chunk of the Gem-Stone of Power, a jeweled meteor brought down to Eternia by the Elders and used to carve the Swords of Power and Protection as well.



#### 1987 MOTU FILM

The film presented a slightly different depiction of Castle Grayskull. On the planet of Eternia, Castle Grayskull was located at the center of the universe, directly at the border between the light and the dark—the balance of good and evil.

The interior of the castle was vast and beautiful. The throne room was filled with statues from Eternia's past, marble floors, and the Great Eye of the Galaxy.

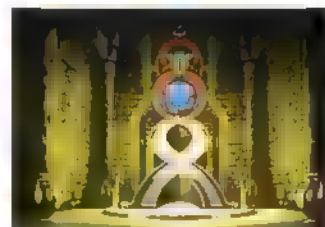
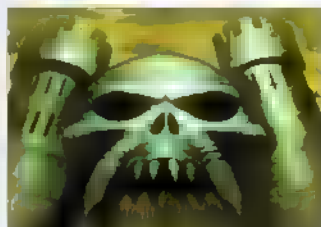
#### 1987 GERMAN EHAPA MOTU COMICS

The Ehapa comics stated that Castle Grayskull's stones were held together through the power of the Orphyr, the Stone of Life.



#### 2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

Castle Grayskull was the stronghold built long ago by the Ancients and the seat of power for Prince Adam's ancestor, King Grayskull. In King Grayskull's time, Grayskull was a shiny white stone castle. When the Horde created a portal to Despondos during their attack on King Grayskull, it destroyed most of the land surrounding the castle, including the moat, outer walls, lake, and mountains, leaving behind an abyss that seemed bottomless, leading to Subternia. During the centuries Grayskull became worn down. Near the castle a stone marker was erected to warn any wanderers from getting closer. It bore an image closely resembling the castle's façade. Thanks to King Grayskull's intervention, the keep itself was spared and could still be entered by way of its drawbridge, or from a second underground gateway protected by a force field in Subternia.



#### 2008 MOTU CLASSICS

The Classics canon blended elements from earlier depictions and incorporated new details of its own to create a complex history for the fortress of mystery and power. After He-Ro gave his life to save King Grayskull from an attack by Hordak, he passed his magical Sword of He to him. To protect the sword, Grayskull ordered his people and the giants to build a fortress. The castle was built from a single enchanted stone that the giant Tytus sculpted



into a huge power skull to resemble the symbol worn by He-Ro, unaware that the symbol matched the edifice of the Temple of Power on Trolla.

After King Grayskull's death, his widow, Veena, became caretaker and the first of many guardians of the castle.

Castle Grayskull had several entrances, including the main drawbridge. Veena and her successors could convene with the Elders in the Walkway of the Elders, and with the spirit of King Grayskull himself.

The Sorceresses had access to all of the castle's hidden chambers, including the control

room, a secret chamber located near the Eternia Chamber and above the castle's secret door.

- \* The dungeon of Castle Grayskull was located beneath the castle's main entrance. The dungeon mainly served as a holding place for many evil monsters and villains who made their way beyond the castle's first wall of defenses. A trapdoor in the throne room could drop intruders down a shaft ending in the dungeon's cages. The evil demon Molkrom was imprisoned above the dungeon in a block of ice, while various creatures, including an octopus and Shadow Beast, were trapped in the pit beneath the dungeon.
- \* The Dwell of Souls was a dark pit located beneath the castle's dungeon that served as a trap for intruders and unwelcome visitors.
- \* The elevator was a mechanism in the northeast tower that provided access to the laboratory hidden in the tower's enclosed roof. The elevator poles were capped with golden skulls of unknown origin.
- \* The laboratory was a small chamber located in the covered roof of the castle's rear northeast tower. The laboratory was crowded with equipment, including an orrery of model planets.
- \* The Eternia Chamber was a hidden room that contained precious artifacts, including the Triad and Tablet of Separation and a hologram of Eternia and her moons. The chamber was located between the castle's rear tower and the control room, just above the secret door.
- \* The fortification was a stone wall and metal ring built on top of the castle after the Great Wars. It resembled the handle designed for the toy version of the castle play set.
- \* The Hall of He-Men was a hallway designated for the protectors of the Sword of He chosen by the Goddess. The room contained weapons and adjoined the castle's training room.
- \* The Hallway of Holograms and Illusions was the castle's front passage, where defensive magic created the illusion of danger and confusion to discourage or distract intruders and unwanted visitors should they gain access through the Jaw-Bridge. The hallway preceded the Walkway of the Elders in the castle's inner sanctum.
- \* The hidden passage to the Preternia Chamber was a secret walkway located along the castle's western wall. The passage was accessible from a door located in the western wall and was located one level above the Hall of He-Men.
- \* The Ancient Observatory, located under the castle's main dome, was adjacent to the Main Library and contained the Spherical Astrolabe and the Energy Anvil.
- \* The Main Library was located under the castle's main dome. After King He-Man's coronation, his son Prince Dare was feeding his pet Craven in a secret compartment within the library when he saw his father place the Sword of He in the Energy Anvil. Dare would later remember to find the sword there when the evil Despara attacked Eternia and threatened his father's life.
- \* The Library of Forbidden Knowledge was a room located directly beneath the castle's Main Library, accessible by a staircase. The library contained models and tapestries as well as books.

- \* The Preternia Chamber was a hidden room accessible only through a secret passage. It contained a statue of King Grayskull and a hologram of the planet Eternia and her moons as they appeared when the supercontinent Preternia still existed. The chamber stood over the Hall of He-Men and the training room.
- \* The Secret Chamber of Defense was located at the base of the southwest tower and contained Castle Grayskullman as well as a weapons rack. The chamber shared the tower with a chamber containing the Coridite and the Sorceress's personal chamber. All three rooms were on separate levels accessed by a spiral staircase.
- \* The Sorceress's personal chamber and library was the dwelling of the guardian of Castle Grayskull. The chamber was located in the castle's southwest tower and included an ornate bed and stairs leading to the lower levels of the tower. The chamber also contained a glowing orb mounted on a pedestal, but no physical books like those contained in the castle's other libraries were visible.
- \* The Secret Escape Door was an exit located in the southwest tower, accessible from the middle level of the tower, directly below the Sorceress's personal chamber and directly above the Secret Chamber of Defense. The key to the secret door was found by the Evil Warrior Karak Nul, who later became Skeletor's minion Scare Glow. He kept the key in a reliquary, although he never discovered the keyhole itself.
- \* The Secret Passage to the Eyes of Grayskull was a small enclosed walkway that spanned from the castle's southeast tower to just behind the eyes of the castle's skull-shaped façade. The passage was located between the eyes and the Great Eye of the Galaxy stored in the castle's throne room.
- \* The throne room was the main audience chamber of Castle Grayskull. The Sorceress of Grayskull received her invited guests in the throne room, where she kept her Mystic Mirror. The throne sat before the Great Eye of the Galaxy. The throne room was equipped with a trapdoor to send uninvited visitors through a shaft leading to the castle's dungeon above the Dwell of Souls.
- \* The Subternia Gate was a secret locked entrance to Castle Grayskull from the underground realm of Subternia, beneath Eternia's surface. The gate was left over from the buried ruins of the Lost City of the Ancients. The gate led into the vast Crystal Chamber, where the Great Orb was stored, and it appeared to pass safely through the Endless Abyss that surrounded Castle Grayskull.
- \* The training room was located in the base of the castle's rear northwest tower. This was where the castle's warriors practiced and honed their fighting skills. The room contained weapons and equipment and was located below the Preternia Chamber. The room also adjoined the Hall of He-Men dedicated to the Goddess's new protectors for the Sword of He.
- \* The Trolla Chamber was a room within the southeast tower that contained a hologram of the Timeless Dimension that included the planet Trolla and a Trollan military-issue spacesuit.

Castle Grayskull remained a critical site on Eternia until it was destroyed by the evil and tremendously powerful Unnamed One. At the conclusion of

the Third Ultimate Battleground, a blue apparition of the castle appeared over Eternia as the conflict between good and evil continued.



IMAGE COURTESY OF DC COMICS

## 2012 DC MOTU COMICS

The 2012 DC comics gave their own portrayal of Castle Grayskull. It was built by King Grayskull over the Forge of Grayskull, whose fires were a direct link to the Starseed itself. It had once housed the Gems of Chaos and Chronos, known collectively as the Eyes of Grayskull, until their power was deemed too great and they were hidden.





IMAGE COURTESY OF DC COMICS

Located deep within Castle Grayskull was Grayskull's forge, directly linked to the Starseed. King Grayskull used its mystic fires to forge the original Sword of Power and Sword of Protection. During the Horde threat, He-Man reformed the Sword of Power, and Hordak exploited the forge when he occupied Castle Grayskull to forge the Sword of Horokoth.

After the Eternity War, Castle Grayskull was transformed into a floating city and made the new capital. It provided refuge to all of Eternia and distributed power across the planet via a network of pylons which gave towns and homes the ability to rebuild and thrive.

## CASTLE HIGHPOINT



**1985 FILMATION POP ANIMATED SERIES**

Standing atop a hill in the desert lowlands of Sand Valley was Castle Highpoint. It and its surrounding defensive wall were earthen, and it was from here that Prince Norb defended his people.

## CASTLE LANDROS



**1983 FILMATION MOTU ANIMATED SERIES**  
Castle Landros was a medieval-looking structure that was home to the magician Landros and his daughter. Trees

and shrubs lined the steps up to its entrance, but some parts of the inside were less beautiful and rather disused. The castle was guarded by well-trained warriors.

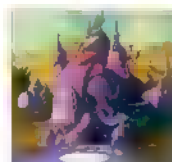
## CASTLE SILVANOS



**1984 UK WORLD MOTU ANNUALS**

King Sullei ruled his kingdom from Castle Silvanos. The castle had been built in the "old style" and was cold and uncomfortable. Huge log fires warmed its rooms somewhat, and weaponry and hunting trophies adorned the walls.

## CASTLE STARG



**1983 FILMATION MOTU ANIMATED SERIES**

Castle Starg was the stronghold of Lord Todd and a source of evil. He kept relics of his games within its walls, but the cas-

tle vanished when Lord Todd was defeated and forced back through the Star Gate.

Castle Starg was described as an "ancient" fortress where a new evil had arrived on Eternia, indicating the castle had been around long before the arrival of Lord Todd on Eternia.

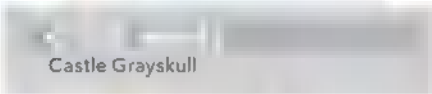
## CASTLE OF KING JARED



**1985 FILMATION POP ANIMATED SERIES**

In ancient Etheria, the Castle of King Jared stood atop a cliff side in the area of Darkedge. A sinister vision, the dark castle had a single winding pathway leading up to its gate. It was said that King Jared's castle was also home to the fabled Crown of Knowledge.

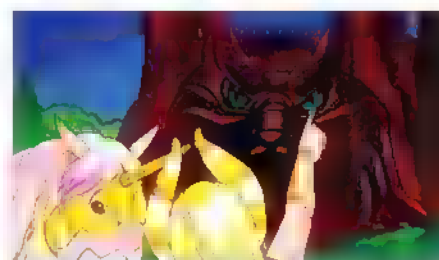
## CASTLE SKELETOR



**1986 MARVEL STAR MOTU COMICS**

When Prince Adam traveled thirty years into the future, he discovered Skeletor had conquered Castle Grayskull and renamed it after himself. Ruling with an iron fist and perceiving everything within his domain, Skeletor had claimed the Power of Grayskull and convinced the populace that He-Man was dead, destroying all hope. Eventually Prince Adam and his future self teamed up and challenged Skeletor's rule, with the future Adam as He-Man fighting Skeletor as the castle collapsed over them. Vowing to not abandon his duty, Adam returned to the past intent on preventing the terrible future he had seen.

## CAT TOWER

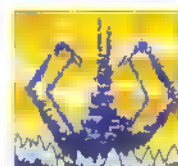


**1985 GOLDEN POP BOOKS**

Located at the edge of the Fright Zone on Etheria, Cat Tower served as Catra's lair. It was cold, dark, and incorporated a cat's face into its design.

**1985 LADYBIRD POP BOOKS**

In the Ladybird books, Cat Tower was presented as a contrast to Crystal Castle. Its gray stones were speckled with frost, icy slush ran through its cracks and crevices, and jagged icicles hung from its roof and windows.





## CATACOMBS



**1986** UK MOTU COMIC MAGAZINES

The Catacombs were located deep beneath Snake Mountain. Skeletor stored many old magical artifacts in the Catacombs for safekeeping.

## CATHENAY



**1983** FILMATION MOTU ANIMATED SERIES

Cathenay was an Eternian village near the Royal Palace.

He-Man once saved Cathenay from giant Sand Crawlers.

## CAT-NIK VILLAGE



**1986** UK MOTU COMIC MAGAZINES

The Cat-Nik Village was the home of the Cat-Niks, a peaceful tribe who possessed a glowing orb that provided all of their heat and light. They would regularly dance around the orb and honor it in special reverent ceremonies. When Hordak's henchman Leech used his suction power to drain the orb's powers, the Cat-Nik Village surrendered. Hordak enslaved the Cat-Niks and forced them to build a flying, solar-powered fortress with which he could attack Castle Grayskull.

He-Man managed to defeat Hordak's attack and free the Cat-Niks, allowing the village to keep the solar-powered fortress as their new source of heat and light. He-Man retained close contact with the Cat-Niks and on a later occasion helped them construct new huts for the village.

## CATRA'S FEAR FACTORY



**1983** GOLDEN MOTU BOOKS

Catra's Fear Factory was a compound built along Eternia's Singing River. The factory created robot doubles of the members of the Great Rebellion while polluting the waters of the Singing River. The factory was destroyed when the Madame Razz robot went rogue and threw itself into the gears of the robot-making machines.

## CATRA'S GREENHOUSE



**1985** FILMATION POP ANIMATED SERIES

In a large atrium-style greenhouse, Catra cultivated strange and deadly plants. Among them was

a sleeping violet—a giant flower that could put those trapped inside to sleep.

## CATRA'S LAIR



**1985** FILMATION POP ANIMATED SERIES

Catra's Lair was inside a cave and was full of barrels of supplies, lion statues, and a fabric canopy flanked by two black cats.

**1986** GERMAN POP AUDIO PLAYS

In the German POP audio plays, Catra's Lair was a cave in the side of a volcano. It was dark, and only plants which thrived in darkness grew there. Catra did not like her lair and longed to move into Crystal Castle.

## CAULDRON OF DOOM



IMAGE COURTESY OF DC COMICS

**2012** DC MOTU COMICS

The Cauldron of Doom was a gladiatorial arena within Evil-Lyn's castle where two opponents could be matched to fight to the death. It was dominated by a cauldron which spewed fire. As a fight wore on, the heat of the cauldron could be intensified.

## CAVE OF CAMBRO



**1983** FILMATION MOTU ANIMATED SERIES

Despite being a less-than-desirable location on Eternia, the Cave of Cambro seemed to be relatively well known. It was a simple cave with a prominent entrance. Skeletor once kept Prince Adam prisoner there.

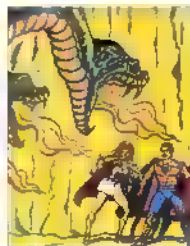
## CAVE OF DOOM

**1986** UK MOTU COMIC MAGAZINES

The Cave of Doom, located in the Mountains of Doom, was a dark and mystical cave which was home to the Six Sapphires of Sargon and the Light of Zor. The Six Sapphires of Sargon were protected by a dangerous monster. With the Light of Zor, Skeletor was able to take control over Eternia's children and age them rapidly to adulthood as long as it remained lit.



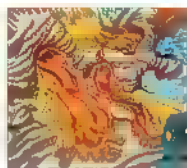
## CAVE OF DREAMS



**1985** UK WORLD POP ANNUALS

The Cave of Dreams was a plain, dark Etherian cave which acquired its name when Hordak used the Zodian Crystal and magic stolen from Madame Razz to create the illusion of a monstrous creature to trick She-Ra and Bow into believing they were under attack.

## CAVE OF ELEMENTS



**1987 GERMAN EHAPA MOTU COMICS**

The Cave of Elements was located in Horde Territory on Eternia. It had acquired its name through the attacks by

fire, wind, and water ■ unleashed upon intruders. Deep in the cave was the Well of Shadows, where Hordak kept the shadows he had stolen from Eternian peasants.

## CAVE OF FIRE



**1986 UK POP COMIC MAGAZINES**

The Etherian Cave of Fire was located near the land of a race of Rock Creatures. As a test of courage, the Rock Creatures sent their young into the cave to obtain the Lava of Age from the heart of the volcano. When swallowed, the lava turned them into adult Rock Creatures. The cave was inhabited by a friendly demon of fire whose people had been friends with the Rock Creatures.

## CAVE OF KARNACK



**1986 UK MOTU COMIC MAGAZINES**

The Cave of Karnack was the location on Eternia where Hordak and the Evil Horde reappeared many years after Skeletor had betrayed them. Their arrival signaled ■ turning point in the war between good and evil on the planet, giving the Heroic Warriors another evil faction to battle.

## CAVE OF MIRRORS

**1983 FILMATION MOTU ANIMATED SERIES**

The Cave of Mirrors was located in an abandoned Energy Crystal mine in Morainia.

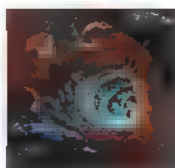
## CAVE OF PHIFOR



**1986 UK MOTU COMIC MAGAZINES**

The Cave of Phifor was the location of a strange and powerful magic that Orko sensed on Eternia. Investigating the cave, Orko felt the power was on the same levels as his own and should boost his abilities on Eternia. He-Man was concerned that the cave's magic could be used by the Evil Warriors if they were to detect it. Left to guard the cave as He-Man saw to matters in Eternos, Orko found himself pulled into a parallel dimension by the magical energy of the cave, which had sensed his magic and mistakenly thought he was attacking it. Able to see Eternia from another dimension, Orko cast spells that allowed He-Man to defeat an attack by the Evil Warriors as well as signaling to him that he must return to the Cave of Phifor. Once back at the cave, He-Man located Orko, whom the Sorceress helped to return to Eternia. He-Man could see now that the Cave of Phifor had enough powerful defense mechanisms of its own for the Heroic Warriors to leave it unguarded, for its own natural powers rendered it safe from evil.

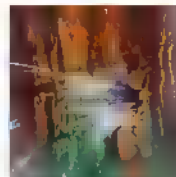
## CAVE OF THE TORGs



**1983 FILMATION MOTU ANIMATED SERIES**

The Cave of the Torgs was part of an underground network of tunnels that led into the giant mountain in which the Torgs dwelled. The tunnels not only housed the Torgs but was also the crystalline prison of the monster god Molkrom. Within the endless caverns lurked many more monsters.

## CAVE OF WINDS



**1985 FILMATION POP ANIMATED SERIES**

If the Cave of Winds were opened, terrible winds capable of destroying the Whispering Woods would be unleashed.

## CAVERN OF FIRE



**1985 FILMATION POP ANIMATED SERIES**

Surrounded by fire and flame, the Cavern of Fire was home to the First Ones, and only the true of heart could enter—all others would be incinerated.

## CAVERN OF HORROR

**1984 GERMAN MOTU AUDIO PLAYS**

The Cavern of Horror was a temporary hideout for Skeletor within the Evergreen Forest. It was designed as a series of traps for He-Man, including robotic spiders and collapsing ceilings. The cavern was abandoned after He-Man failed to succumb to its dangers.

## CAVERN OF POWER



**1982 DC MOTU COMICS**

The Cavern of Power was located near the Royal Palace on Eternia. When danger threatened, Prince Adam and Cringer would race to the cavern, where they would be transformed into He-Man and Battle Cat. The Goddess was often in residence at the cavern, and Skeletor knew its location.



## CAVERN OF THE DEFILED ONES



1984 GERMAN INTERPART-CONDOR MOTU COMICS

Deep within the Cavern of the Defiled Ones was Skull Mountain, made up of the bones of the Prophets of Good who once sided with evil and were banished to hell. The cavern served as a gateway between Eternia and hell, allowing Skeletor to summon the Defiled Ones as his undead warriors until He-Man closed the portal with his sword.

## CAVERN OF THE PETRIFIED TREES

1983 ITALIAN PIÙ MAGAZINES

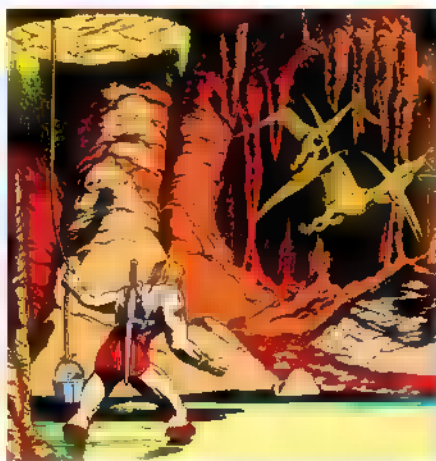
The Cavern of the Petrified Trees was a large cave filled with mysterious trees. The cavern was discovered by Beast Man, who informed Skeletor of its existence. Skeletor subsequently attempted to entomb Teela and He-Man within the cavern.

## CAVERNS OF CENTAURI

1983 FILMATION MOTU ANIMATED SERIES

The Caverns of Centauri were very large—but not as large as the Great Desert of Phantos.

## CAVERNS OF FEAR



1983 GOLDEN MOTU BOOKS

The Caverns of Fear could be entered through a well near Castle Grayskull. They led beneath the fortress and provided a secret way inside until He-Man caused them to collapse.

## CAVERNS OF PERPETUA



1983 FILMATION

MOTU ANIMATED SERIES  
The Caverns of Perpetua, located beneath the Plains of Perpetua, were a bewildering series of tunnels and caves. They were

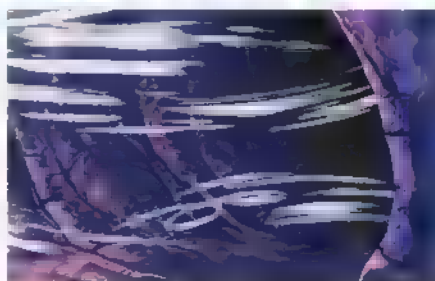
home to many creatures which had long been trapped beneath the surface.

## CAVERNS OF RAKASH

2008 MOTU CLASSICS

The Caverns of Rakash were caves located within the Dragon Territory of Darksmoke on Preternia during Eternia's ancient past. The name of the caverns was later shared by a large body of water splitting Eternia's newly created landmasses after Hordak cast the Spell of Separation.

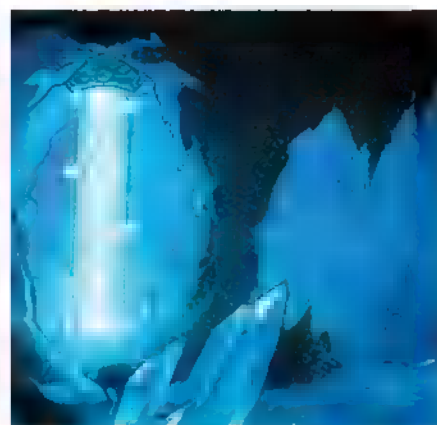
## CAVES OF THE WIND



1983 FILMATION MOTU ANIMATED SERIES

The Caves of the Wind were a labyrinth of caverns which inexplicably generated gale-force winds at their entrance. They were home to two-headed cave snakes and housed the Temple of the Wolf.

## CAVES OF TUNDARIA



2008 MOTU CLASSICS

The Caves of Tundaria were an enchanted hiding place for the Renegade Masters of the Universe in Subternia. After Skeletor overthrew King Randor and claimed the throne of Eternia, the Masters resisted him as renegades from the safety of Tundaria. The Masters continued to gather in the caves after the Horde returned and overthrew Skeletor. Fifteen years later, Orko transported Prince Dare and the new Masters of the Universe to Tundaria's caves because the magic shields were still in place and could protect them from detection by the Unnamed One.

## CAVES OF VIEV

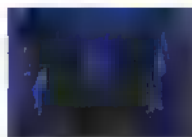


1984 UK WORLD MOTU ANNUALS

The Cave Dwellers of Viev mined for gold in their home, the Caves of Viev.

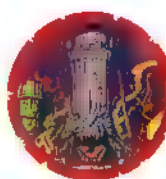


## CENTER OF ETHERIA



**1985** FILMATION POP ANIMATED SERIES

The very center of the planet Etheria was home to the Giant Magical Clock, which could control the flow of time on Etheria and was guarded by the fearsome living stone gargoyles. The center of the planet was a dark, cavernous abyss and only accessible via the strongest magic. When She-Ra needed to alter time on Etheria in order to save the kingdom of Bright Moon, the Crystal Castle's magic guardian, Light Hope, transported her to the Center of Etheria, where she could manipulate the clock after contending with its guards.



**CENTRAL TOWER:  
SEE ETERNIA TOWERS**

## CETUS GALAXY

**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Cetus Galaxy was where the planet Makkina was located. It was some distance from the Tri-Solar Galaxy, but the Makkinaks' advanced technology allowed them to travel between galaxies at amazing speeds.

## CHAMBER OF DARKNESS

**1983** FILMATION MOTU ANIMATED SERIES

Located in the Crimson Valley, the Chamber of Darkness was a cavity within a mountain in which the villainous Darkdream had been imprisoned by Man-At-Arms. The chamber contained many unforgiving stones and a solitary throne, but it was very much a prison cell that prevented Darkdream from using his power.

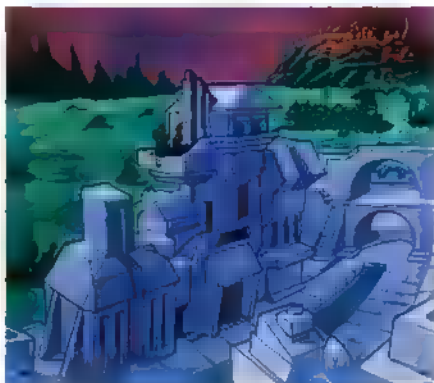
## CHAMBER OF LIFE



**1983** FILMATION MOTU ANIMATED SERIES

Located inside Castle Grayskull, the Chamber of Life was used to heal those who were near death. According to the Sorceress, the magic within the chamber was too powerful for her to control. Thus He-Man took his life into his own hands when he carried the injured creature Burbie into the Chamber of Life.

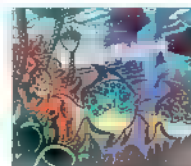
## CHANDOR VILLAGE



**1983** FILMATION MOTU ANIMATED SERIES

Near the outskirts of the Royal Palace, Chandor Village was a beautifully constructed village with white buildings of varying sizes. The most notable structure within the village was the Shrine of the Gryphon, in which the Jewel of Protection was stored.

## CHAROBIC OCEAN



**1987** GERMAN EHAPA MOTU COMICS

Located roughly an hour away from Eternia, the Charobic Ocean was largely unexplored. Skeletor used this to his advantage and placed a mobile station within the ocean. The station was destroyed when Skeletor activated its self-destruct system in a failed attempt to kill the Heroic Defenders.

## CHILL MOUNTAINS



**1984** UK WORLD MOTU ANNUALS

The Chill Mountains were a frozen mountain range located in the Kingdom of Snows on the planet of Etheria.

## CHRONOS CANYON



**1986** UK MOTU COMICS MAGAZINES

Chronos Canyon was a mystical location through which blew the Winds of Time. Long ago, a time-traveling doctor named Hart-Nell passed through Chronos Canyon in his Time Box. Because of the magic embedded in the stones of Eternia, Hart-Nell's passage created an ever-blowing time wind within the canyon.

The Winds of Time could be used to catapult anyone who jumped into them into either the past or the future. Skeletor and King Hiss used the Winds of Time to travel to Eternia's prehistory, intent on changing the course of history and preventing the Elders' victory over the Snake Men.

## CIRCLE OF DOOM



**1983** MOTU MINICOMICS

The Circle of Doom was a large outdoor gladiatorial arena in which Skeletor and Evil-Lyn forced combatants to battle for their lives.

## CITY OF AURICONIA

1984 UK WORLD MOTU ANNUALS

The city of Auriconia was located in the northern polar region within the planet Eternia's Ice Mountains. Auriconia was the home of the rodent-like Auriconians and full of lush and green plant life. Waterfalls cascaded within the walls, and streams bubbled through the marble streets, keeping the air always cool and clear. This city was ruled by a matriarch ever since it was established, and it was the home of the first and only Prince Amberis.

## CITY OF CERIUS

1984 UK WORLD MOTU ANNUALS

The city of Cerius was the floating cloud city located on the western continent of the planet of Primus. This was the home of Icarius in the World annuals canon.

## CITY OF COLMAY



1983 FILMATION

MOTU ANIMATED SERIES

The mountain city of Colmay was in danger of a meteor strike before Man-At-Arms used the Attak Trak to blow the meteors out of the sky. While one meteorite did strike one of the towers

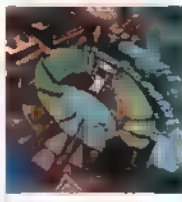
in the village, He-Man was able to save it before it collapsed and caused severe damage.

## CITY OF DARMI

1983 FILMATION

MOTU ANIMATED SERIES

A Romanesque city on the planet Mero, Darmi lay in ruins as the result of a devastating war. Only the remaining few survivors, who called themselves the Darmi, populated the city's ruins. Instead of using their wealth and energy to rebuild, they occupied their time placing wagers on gladiatorial games held in the city's arena.



## CITY OF DIOBO

1984 UK WORLD MOTU ANNUALS

The city of Diobo was one of Brakk's secret bases located in the Regula range on the planet of Denebria.

## CITY OF EMERALDS



1984 UK WORLD MOTU ANNUALS

The hidden City of Emeralds could only be accessed through an underground tunnel. Every building in this extremely wealthy city was constructed with beautiful emeralds. The city was peaceful and totally independent from the rest of Eternia. Its ruler lived in a palace full of emeralds, surrounded by a beautiful garden that contained a marvelous waterfall tumbling gently over the rock-like emeralds to form a natural swimming pool below. Around the swimming pool sat musicians who played music on emerald-studded instruments. The ruler was obsessed with wealth and would do anything to acquire more of it.

CITY OF ETERNOS:  
SEE ETERNOS

## CITY OF MARAIS



1984 UK WORLD MOTU ANNUALS

The city of Marais was located within the kingdom of Eternia, east of the city of Eternos. Marais was a desolate city full of nothing but foul-smelling mud and quicksand. A very small few called Marais their home, living in huts atop one of the two solid pieces of rock. Marais was known for its long steel bridge that stretched from the huts to solid ground higher above sea level. When the rock beneath the huts began to sink, He-Man was summoned to help the people move to the safety of the higher rock.

## CITY OF MERLANTIS



1986 UK MOTU COMIC MAGAZINES

The city of Merlantis was an underwater city that had been enslaved by Skeletor and Mer-Man. The glass-dome-protected city was invaded by the two villains in a plot to lure He-Man into a trap. While Mer-Man enslaved the Merlanteans with his mind-control powers, Skeletor enacted a scheme that turned Queen Marlana to stone, a spell that could be cured by a rare serum found only in Merlantis. When He-Man and Man-At-Arms arrived at Merlantis in search of the cure, they were caught in a trap that seemed certain to lead to their destruction. However, they managed to break Mer-Man's hold on the Merlanteans, who rebelled against Skeletor and Mer-Man. After driving the villains from the city, the heroes were given the serum by the Merlanteans.

## CITY OF NAGAR

1985 UK WORLD POP ANNUALS

Nagar was a city of witches located in the kingdom of Mystacor. Representatives of this city were attendees at the Enchanters' Eve.

## CITY OF OLYMPIC

1984 UK WORLD MOTU ANNUALS

An ancient city located on the continent of Opal in the southern region of Primus, Olympic was known as the home of the Galactic Guardian Vizar.

## CITY OF ONNOR

1984 UK WORLD MOTU ANNUALS

The underground city of Onnor was located in the Terra Region of the planet Primus. It was known for being the home of the Galactic Guardian Tatarus and the location of the Inner Council members who generated the planet's defensive force field.



## CITY OF ORCA

1984 UK WORLD MOTU ANNUALS &amp; 2008 MOTU CLASSICS

The city of Orca was a great domed, undersea city located near the small island of Titus in the Guardian Sea on the planet Primus. Orca was the home of the Galactic Guardian Hydron.

## CITY OF SOMMAL

1985 UK WORLD POP ANNUALS

The city of Sommal was a large city several hours away from the Whispering Woods on the planet Etheria. Sommal was known for its prison, where the Horde sent many captured Rebels.

## CITY OF THE ANCIENTS



1983 FILMATION MOTU ANIMATED SERIES

Located deep within the jungles of Eternia and undiscovered for many years, the City of the Ancients was a beautiful sight to behold. The exterior was golden, with only a few notable structures outside, as much of the city itself was located inside. The spirits of its last rulers, Demos and Tyrella, still resided within the city, trapped within the Masks of Power stored at the end of a subterranean passageway.

## CITY OF THE GIANTS

1984 GERMAN MOTU AUDIO PLAYS

After they left their home world, the giants settled on Eternia and built a large city. The buildings seemed to be made of glass, and a temple containing the giants' sanctuary stood in the city's center. When they returned to their own planet three hundred years later, the giants destroyed their city and the surrounding area, thus creating the Sands of Time. In modern times, only ruins remained of the great city as well as a time machine that eventually crumbled to dust from age after it was reactivated for a few minutes.

## CITY OF THE MER-PEOPLE

1984 UK WORLD MOTU ANNUALS

An unnamed, underwater city located in the depths of the Eternian Sea was the home of the peaceful Mer-People. The city was a magical place where land dwellers could breathe underwater. When Skeletor conquered the city, he put Mer-Man in charge, forcing the Mer-People to use their entrancing singing to lure Eternia's fishermen into the sea and drag them down to the city to be enslaved. When one of the Mer-People called the Mermaid lured He-Man and Man-At-Arms to the city, they helped her defeat Mer-Man and free the enslaved fishermen.

## CITY OF TINE



1985 UK WORLD POP ANNUALS

The city of Tine was a heavily fortified city surrounded by huge walls and located upon great plains bordered by the Snowy Mountains of Tobok. Tine was ruled by the jolly King Mola. When She-Ra visited the city, Hordak and Shadow Weaver hosenapped Swift Wind from the city's stables. The two evil beings intended to sacrifice Swift Wind to the evil Zin in order to gain the help of his legions against the Great Rebellion. Thanks to the fragrant flowers that grew in this area, She-Ra and Madame Razz quickly learned of Swift Wind's location, and Hordak's evil plan was foiled.

## CITY OF WISDOM



1983 FILMATION MOTU ANIMATED SERIES

The giant city-sized university known as the City of Wisdom educated the affluent youth of Eternia. The City of Wisdom was where Teela trained to become Captain of the Guard and where the wizard Mallek honed his skills in magic. The City of Wisdom's grounds featured large open gardens and pathways between its domed buildings.

## CITY OF WIZAM

1985 UK WORLD POP ANNUALS

The city of Wizam was a wizard city located in the kingdom of Mystacor. Representatives of this city attended the Enchanters' Eve party.

## CITY OF ZOR

1984 UK WORLD MOTU ANNUALS

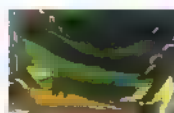
The city of Zor was an ancient city known at one time for being the home of prominent kings and queens of Eternia's ancient past. Long after it became only ruins, Skeletor had once established a base in the city's old monastery.

## CLAW ROCK

1983 FILMATION MOTU ANIMATED SERIES

Located on the outskirts of the Vine Jungle, Claw Rock was a convenient meeting place for anyone planning to travel through the Vine Jungle together.

## COLONIA



1985 FILMATION POP ANIMATED SERIES

The small village of Colonia was robbed of its food by the Horde, which was trying to starve the villagers out. The small community located in the woods lived mostly in tents and relied heavily on the Great Rebellion. She-Ra was able to return their stolen food after she and Glimmer raided a Horde warehouse.



## CONCERT STAR



## 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Concert Star was an entertainment spacecraft owned by Torzag; it hosted various musicians and concerts for the people of the Tri-Solar Galaxy.

## CONTINENT OF MIDA

## 1984 UK WORLD MOTU ANNUALS

The continent of Mida was the eastern continent on the planet of Primus. It was known for being the home of Galactic Guardian Nocturna.

## CONTINENT OF OPAL

## 1984 UK WORLD MOTU ANNUALS

The continent of Opal was the western continent of the planet Primus. The ancient city of Olympic, home of Galactic Guardian Vizar, was located in the southern region of this continent.

## CORAL CAVERNS

## 1983 FILMATION MOTU ANIMATED SERIES

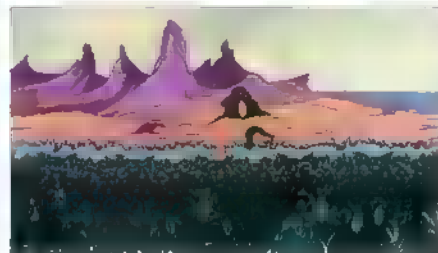
The Coral Caverns, located in the Harmony Sea, were the purple-hued lair of the Coral Creature. The caverns themselves were only accessible by a long underwater tunnel.

## CORAL PALACE

## 1986 UK POP COMIC MAGAZINES

The Coral Palace was the home of Mermista deep beneath the seas of Etheria.

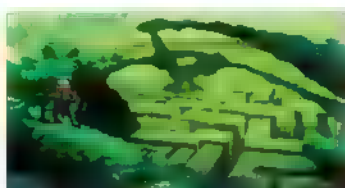
## CORNFIELDS



## 1983 FILMATION MOTU ANIMATED SERIES

The Cornfields were located on the Fertile Plains near the Eternian Royal Palace. Under the care of master farmer Agar and his son Garda, the Cornfields produced a great crop to feed people throughout Eternia.

## CORRIDORS OF LITHOS



## 2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The Corridors of Lithos was a vast labyrinth of canyons with many maze-like rock formations stretching as far as the eye could see. The area was located somewhere in the Light Hemisphere and was dotted with a myriad of caves. Random gales of powerful wind occasionally passed through the labyrinth, kicking up large plumes of sand that made traversing the canyons more difficult. In Eternia's ancient past, King Grayskull traveled across this maze on the back of his giant lion in a journey to find the power to defeat Hordak. Many years later, Queen Marlena's transport ship crashed in the Corridors of Lithos when it lost power, forcing her to take shelter in caves she remembered visiting with a young Adam and Cringer. Battle Cat's memory of the same visit helped him lead King Randor to find Queen Marlena and rescue her from the Snake Men.

## 2008 MOTU CLASSICS

In Classics continuity, the corridors were still a labyrinth, but it was not located in the Dark Hemisphere. The exiled Prince Keldor saved a young Dylinx cub from a hunter's pit in the Corridors of Lithos, and the two later became Skeletor and his steed Panthor.

In ancient times, the Corridors of Lithos were located in the southwestern corner of the Snake Territory of Preternia, near the Mountains of Gnarl that formed the border with the territory of the Free People.

## COSMIC OBSERVATION WARD

## 1984 GERMAN MOTU AUDIO PLAYS

The Cosmic Observation Ward was a satellite orbiting the planet Eternia. Built by Man-At-Arms and capable of looking far into the depths of space, the observatory could be reached with the Talon Fighter.

## COSMIC POOL



## 1986 UK MOTU COMIC MAGAZINES

The Cosmic Pool was hidden deep within the tunnels far beneath Snake Mountain. It acted as a border between Eternia and the Timeless Dimension into which the Snake Men had been cast by the Elders centuries before. If the pool was fed with magic power, the barrier between the two dimensions would be breached.

When Skeletor fed the Cosmic Pool with magic from his Havoc Staff, a huge turning point in Eternia's history occurred, as King Hiss was unleashed from his timeless prison to threaten present-day Eternia. King Hiss used his own magic to free two of his henchmen, Tung Lashor and Rattlor, but He-Man plugged the Cosmic Pool with a stalagmite before any more Snake Men could be freed.

Later, King Hiss was to return to the Cosmic Pool and combine his powers with those of Skeletor and Evil-Lyn in order to release two more Snake Men: Sssqueeze and Snake Face.

## COSMIC WELL

**1986** UK TWINS OF POWER MAGAZINE

The Cosmic Well was a legendary but mysterious location on Etheria. Clues to its whereabouts were contained in a riddle that said it could be found "on the highest mountain and at the foot of the world." She-Ra and the Rebels had to find the Cosmic Well when Horde Prime began searching for the Sword of Evil. To prevent him from obtaining it, Light Hope instructed She-Ra to take the half of the sword that was hidden at Crystal Castle and destroy it by casting it into the Cosmic Well.

She-Ra and the Rebels managed to work out that the Cosmic Well must be located on a mountain deep beneath the sea. Mermista felt she knew the mountain in question, so she guided them to the well's location, where they fell under attack from Skeletor, who stole the sword from She-Ra before she could dispose of it.

## COUNT MARZO'S CASTLE

**1983** FILMATION MOTU ANIMATED SERIES

Count Marzo's Castle was a large, imposing stronghold with ramparts and turrets, although he appeared to be the only being that

dwelled within it. Inside the castle was royally decorated, with pictures of Count Marzo himself hanging on the walls.

## CRAGMOOR NARROWS

**1983** FILMATION MOTU ANIMATED SERIES

Located near the Crystal Mountains, the Cragmoor Narrows were identifiable by the treacherous, purple-hued peaks surrounding two towering mountains with a narrow gap between them.

## CRELUS

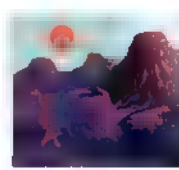
**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Crelus was widely believed to be a dead planet, but it was actually the home of Yolt the Blacksmith.

**2008** MOTU CLASSICS

Crelus was a yellow planet located inside the Horde Empire's space of the Eternian Dimension. Its shape was unusual in that it was an oval instead of a sphere.

## CRIMSON VALLEY

**1983** FILMATION MOTU ANIMATED SERIES

A mysterious and atmospheric mountainous wasteland, the Crimson Valley was named after its crimson-hued terrain. The

Crimson Valley was also home to the Chamber of Darkness, in which Darkdream had been sealed.

## CRIMSON WASTES



Crimson Waste

**1984** UK WORLD POP ANNUALS

In the World annuals, the Crimson Waste was a large, bleak, and desolate desert ruined by the Evil Horde. It was located northwest of the Whispering Woods and described as having scorched red earth that lay flat like a vast red carpet.

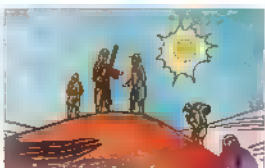
**1985** FILMATION POP ANIMATED SERIES

The Crimson Wastes were a desert region on Etheria where Huntara challenged She-Ra to battle. Within this region were rocky columns and hills perfect for setting traps and ambushes.

**1986** UK POP COMIC MAGAZINES

The Crimson Wastes were a vast and lifeless stretch of desert land. Amid the unbearable heat of the desert, several nomadic tribes traversed the land under the constant threat of the Horde, who plundered many caravans and left desert travelers hungry and penniless. The Horde's desert faction operated from an ancient fort, all that remained of a once-great city that was swallowed by the Wastes many years ago. The lead Hordesman in the desert regions was the villainous Count Sneer, and his fort was guarded by evil Sand Devils.

The one saving grace of the Crimson Wastes was the mysterious and mighty desert rebel known as the Crimson Fury. He patrolled the desert with his ally, Talon, defending the desert travelers against the Horde attacks. He was Count Sneer's archenemy, and the Horde were unable to capture him.



Crimson Waste from her fortress of Scorpion Hill. When the Horde eventually left Etheria in order to conquer Eternia, Scorpia remained on Etheria to continue ruling the Crimson Waste and plotted to conquer all of Etheria as well.

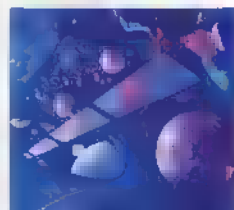
**2008** MOTU CLASSICS

In the Classics continuity, the Crimson Waste was the red desert kingdom of the ruthless Scorpia on the planet Etheria. Scorpia surrendered her realm to the conquering Horde, hoping to keep Hordak as an ally rather than an enemy. Scorpia ruled the

## CROSSROADS OF ALL UNIVERSES

**1983** FILMATION MOTU ANIMATED SERIES

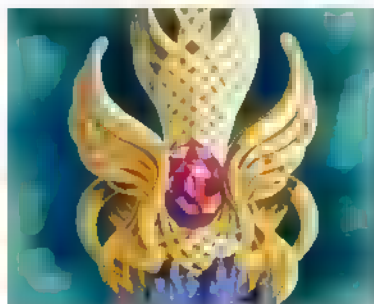
The Crossroads of all Universes was a mind-boggling, multicolored endless void. Its imagery made little sense to the human eye, with worlds and dimensions appearing all at once in defiance of both magic and science. An individual might encounter the crossroads when traversing dimensions at great speed.

**2008** MOTU CLASSICS

The Crossroads of All Universes was a section of space-time through which Skeletor sent He-Man after erasing his memory and exiling him from Eternia. He-Man survived his passage through the crossroads and landed on the planet Draedus, which was fortunately still located inside the Eternian Dimension and not far from his home on planet Eternia.



# CRYSTAL CASTLE



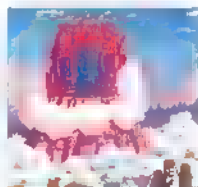
## 1985 POP MINICOMICS

In the *Princess of Power* minicomics, Crystal Castle was a magnificent pink fortress located high atop Skydancer Mountain on Etheria. She-Ra and the members of the Great Rebellion often used the castle as a place of refuge and spent much time there.

The being of pure light known as Light Hope dwelled within Crystal Castle and existed there for countless years. There was great power to be found within Crystal Castle, and Catra often expressed a desire to obtain it.

## 1985 GOLDEN POP BOOKS

The Golden books depicted the Crystal Castle as She-Ra's home, hidden from all but her allies. It was magically created from pink crystals, and the only way to gain entrance was by unlocking it with the Sword of Protection.



## 1985 LADYBIRD POP BOOKS

Unlike most other canons, the Ladybird books did not portray the Crystal Castle as hidden from view.

## 1985 UK WORLD POP ANNUALS

In the World annuals, the Crystal Castle was hidden from all save She-Ra herself and He-Man.

## 1986 GERMAN POP AUDIO PLAYS

The German audio plays offered a very different look at the Crystal Castle. Home of Adora, the Crystal Castle was built in the most beautiful location on Etheria and shone in the sunlight like a jewel. Despite having their own palaces, Adora's friends would all linger as long as



## 1985 FILMATION POP ANIMATED SERIES

The Crystal Castle was a mystic fortress high atop Skydancer Mountain on Etheria. Its guardian was the entity Light Hope, and it served as a refuge and place of power for She-Ra. The castle held the secrets of the Etherian founders, the First Ones.

possible at the magnificent fortress. It was the source of Adora's power to become She-Ra, and the castle, in turn, drew its power from the Corals of Promise.

Catra, as in some other canons, wished to attain the Crystal Castle. Once, she hung magic symbols inside the castle which prevented Adora from using her powers, and when Catra reshaped the Corals of Promise into a question mark, the castle lost its shine.

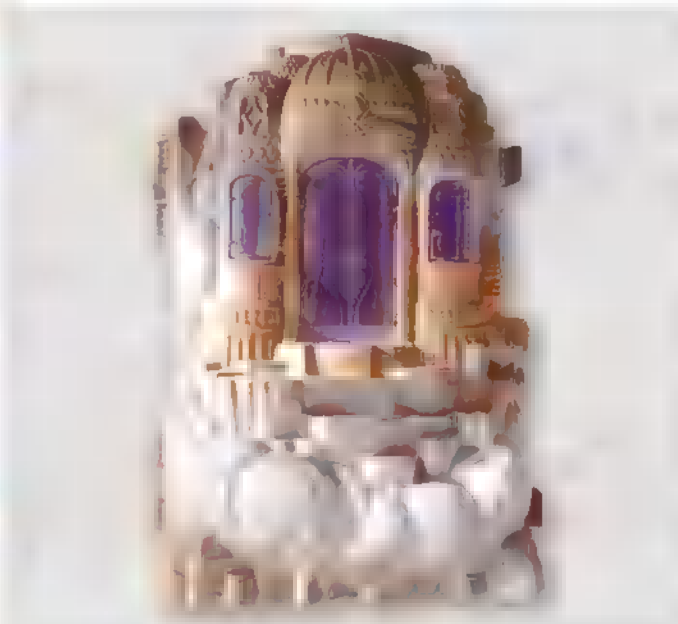


## 1986 UK POP COMIC MAGAZINES

In the UK comics, the Crystal Castle was an ancient structure which could appear anywhere on Etheria that Light Hope desired. It shared a magical connection with Castle Grayskull on Eternia. It was said that, once the Horde had been banished from Etheria, the Crystal Castle's beauty would become visible for all to see.

## 2008 MOTU CLASSICS

In a departure from other incarnations, the Classics canon stated that Light Hope had built the Crystal Castle to act as a symbol of protection over Etheria's magic from the growing evil embodied by the Horde.





## CRYSTAL CAVE



**1983** FILMATION MOTU ANIMATED SERIES

The Crystal Cave was a secret cavern at the center of Eternia that housed the Starseed. Crystalline demons guarded the outer cave and protected the Starseed within the inner cave.

## CRYSTAL CAVERN

**1986** US POP MAGAZINES

The Crystal Cavern was a mystical cave on the planet Etheria. The Star Sisters had to return to the cavern at every new moon in order to recharge their powers.

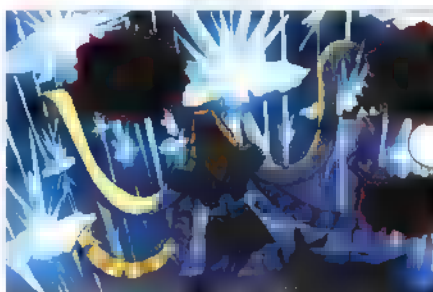
## CRYSTAL CAVES



**1983** FILMATION MOTU ANIMATED SERIES

The Crystal Caves were home to the legendary singing crystals. The bright crystals sang and made

beautiful sounds when touched. The cave was not without its dangers, however, because if a crystal shattered, it produced a blinding flash that could temporarily damage any onlooker's eyesight. In addition, the only entrance to the caves was across a rickety old bridge hanging above a deep gorge.



**2008** MOTU CLASSICS

The Crystal Chamber in Classics was more important to the overall mythos of Grayskull, as it became a vast cavern beneath the castle. The Council of Elders used the chamber to store the Great Orb in which they stored their powers. The chamber was directly connected to the planet's core and the Starseed that resided there in the care of the four-armed giant Procrustus. When Prince Adam called upon the Power of Grayskull, his Sword of He harmonized with the Great Orb in the Crystal Chamber to transform him into He-Man.

## CRYSTAL CHAMBERS

**1983** GOLDEN MOTU BOOKS

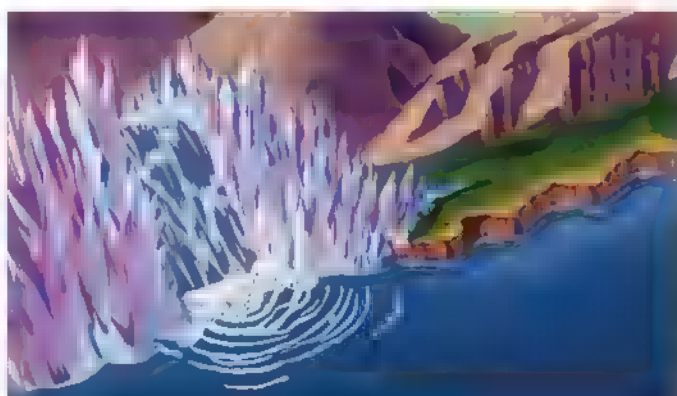
The Crystal Chamber was a room hidden within Castle Grayskull and the resting place of the Orb of All Wisdom (the Crystal of Knowledge in some Golden books). The only way to access the chamber was through magic. The Crystal of Knowledge was located in the center of the chamber while the Orb of All Wisdom was sent away to be locked in an underground vault.

**2002** MVCREATIONS MOTU COMICS

Known in this later canon as the Crystal Chambers, this was a cavernously large place located deep beneath Castle Grayskull, containing bright blue crystals all around it that acted as platforms. It is unknown how long was the drop into the black chasm if one were to fall from any of these crystal platforms.

The Orb of the Elders was located inside these chambers, which contained the Power of the Elders inside. King Hssss was able to attack Castle Grayskull and enter the Crystal Chambers, saying he could feel the Elders' power and fear within. But Zodak confronted the villain, receiving a magical energy boost from the Elders when he called upon their name, in order to defeat King Hssss.

## CRYSTAL FALLS



Refreshing water wonderland for She-Ra and her friends!

**1985** FILMATION POP ANIMATED SERIES

The beautiful Crystal Falls was home to Mermista on the planet Etheria. Lush woodlands, flowers, and fruit-bearing trees surrounded the crystal-clear water and softly flowing falls.

**1985** POP MINICOMICS

In the minicomics, the Crystal Falls was a beautiful waterfall structure with a glistening pool where Mermista spent a good deal of her time.

**1986** UK POP COMIC MAGAZINES

Crystal Falls was one of the most beautiful and mysterious places on Etheria in the UK comic magazines. Water flowed from a lovely orchid and cascaded into shell-shaped pools. The falls had the power to rejuvenate all who bathed in its mystical waters.

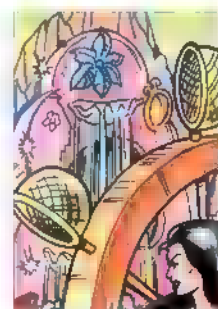
It later became the home of the Whisps, tiny beings of light whom She-Ra brought to live at the falls after their asteroid home was destroyed.

**1986** GERMAN POP AUDIO PLAYS

In the German audio plays, the aptly named Crystal Falls was located inside Crystal Castle itself. Because of its magic power, no one with bad thoughts could do evil within the castle. Despite this, Catra managed to use a magical potion to temporarily turn Crystal Falls into a Well of Dissension until she was driven out of Crystal Castle.

**2008** MOTU CLASSICS

In the Classics canon, the Crystal Falls was a hidden sanctuary of Mermista, who was credited as the water maiden of Etheria.



## CRYSTAL FOREST



**1983 FILMATION MOTU ANIMATED SERIES**

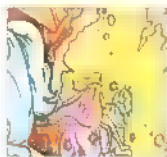
Although named the Crystal Forest, this location bore more of a resemblance to the Evergreen

Forest. It was full of twisted trees and branches, as well as lush plant life. The Cave Dwellers and the Tree People called this picturesque location home.

## CRYSTAL LIGHT BARRIER

**1985 POP MINICOMICS**

The Crystal Light Barrier was a dimensional gate on Etheria through which one could enter into Crystal World.



## CRYSTAL MINES



**1985 FILMATION POP ANIMATED SERIES**

The Horde-controlled Crystal Mines were located in Etheria's Crystal Mountains. Heavy beams

supported the old mines, where shards of crystal filled cargo containers.

## CRYSTAL MOUNTAIN



**1983 FILMATION MOTU ANIMATED SERIES**

Near the Crystal Sea and the Lake of the Lost, the Crystal Mountain was made up of naturally occurring crystal formations.

**1983 LADYBIRD MOTU BOOKS**

In the Ladybird books, the Crystal Mountain was a gleaming, sharp peak located in the frozen north of Eternia. Its exact location was a mystery, but it could be found with magical help (He-Man discovered it using the magical Lodestone). Crystal Mountain contained a chamber that was the home of the Wise Men of the Snow Dwarfs. From them,

He-Man received the antidote that would reverse the effects of the Curse of Crystal Mountain, which had been inflicted upon Queen Marlena.



## CRYSTAL MOUNTAINS (I)



**1983 FILMATION MOTU ANIMATED SERIES**

The Crystal Mountains were an extremely beautiful yet dangerous part of Eternia. The treacherously

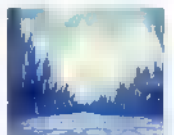
icy mountaintops hid many dangers, and there was an almost lifeless atmosphere to the region.

## CRYSTAL MOUNTAINS (II)

**1986 UK MOTU COMIC MAGAZINES**

The Crystal Mountains were located next to the Rainbow Valley, where Stinkor lured He-Man so that Skeletor could enslave him with his new weapon, the Cosmic Converter.

## CRYSTAL SEA



**1983 FILMATION MOTU ANIMATED SERIES**

Located in the north of Eternia, the Crystal Sea was home to a manner of monsters, including Shadow

Beasts. It was also home to the Oracle of the Crystal Sea, who could see into the past. It was in the Oracle's cave that Teela came to find the truth about her mother. The Crystal Sea was also home to Mer-Man and the sea demon, Bakkull, which Mer-Man summoned with the Crimson Pearl and whom he had to sacrifice a victim.

The Crystal Sea was made up of large areas of quartz crystal growing from the ground in all manner of shapes and sizes.

## CRYSTAL SHRINE



**1987 GERMAN EHAPA MOTU COMICS**

Built by the Mages of the Inescapable many thousands of years ago, the Crystal Shrine was hidden within what would later be part of the territory of the Evil Horde on Eternia. Preserved on an altar inside of the ancient, glowing temple was Klingsor, the Sword of Doom, protected by humming crystals that paralyzed anyone who tried to pass them.

## CRYSTAL TEMPLE

**2008 MOTU CLASSICS**

The Crystal Temple was a mysterious citadel located near the Caligar Fiefdom in Subtania, the underground world inside the planet Eternia.

## CRYSTAL VALLEY



**1986 UK MOTU COMIC MAGAZINES**

The Crystal Valley was an area close to the Crystal Mountains, where all the rocks were made of crystal. When He-Man was brainwashed and made Skeletor's slave by the Cosmic Converter device, Fisto lured He-Man there and tricked him into firing a blast from his sword at the heroes so that the crystal would reflect the blast back at He-Man and restore his mind.

## CRYSTAL WORLD

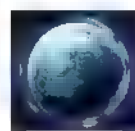


**1985 POP MINICOMICS**

Crystal World was a strange and wondrous land made up entirely of colored crystal and inhabited by winged, crystalline horses, the world's guardians. Any living thing that made contact with the ground on Crystal World was transformed into living crystal, which was how Swift Wind became Crystal Swift Wind.

The Crystal World domain could be reached via a dimensional portal called the Crystal Light Barrier, located on the planet Etheria.

## DACTIS



**1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES**

Dactis was a barren planet in the Tri-Solar System in the quadrant R-7.

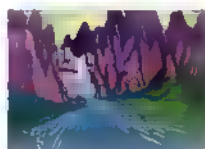


## DAM OF DESPAIR

1984 UK WORLD MOTU ANNUALS

The Dam of Despair was a dam along the Rainbow River, built by the Evil Horde from dead trees, metal, wire, glass, wrecked machinery, stones, and the bones of some unknown giant race. On one side of the dam, the river flowed bright and clear as it entered, but when the waters came out again, they were black and polluted. With the combined efforts of technology and magic, the humanoid Gurgle was able to restore the river to its former glory.

## DAM OF THE ANCIENTS



1983 FILMATION MOTU ANIMATED SERIES

Located directly next to the Fertile Plains, the Dam of the Ancients was an extremely large dam, ornate but incredibly dense and powerful.

## DANGER ROOM

1986 UK MOTU COMIC MAGAZINES

The Danger Room was a chamber on the Horde Trooper Factory on Etheria where the Troopers were tested to make sure they were made up to standard.

## DANZIG



1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Danzig was a planet in the Tri-Solar Galaxy that sent vital supplies to Primus. The planet itself

was barren, with the exception of the capital city, a large, heavily fortified dome.

## DARIUS-7

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Darius-7, a planet in the Tri-Solar Galaxy, was the home planet of Helm.

## DARK FOREST



1985 POP MINICOMICS

The Dark Forest was a foreboding woodland area located on Etheria. The Dark Forest was magical in nature, and rumors said that the hearts of those who entered the forbidden wood would be gripped with evil gloom forever. The Dark Forest had a hypnotic effect on its victims and lured curious souls into its dark confines.

## DARK DIMENSION (I)

1983 FILMATION MOTU ANIMATED SERIES

The Dark Dimension existed very close to Eternia—so close its proximity helped keep the delicate balance between science and sorcery on Eternia. Within the Dark Dimension, Daimar ruled his demon hordes. When the barrier weakened, the balance between science and sorcery was skewed, leading to very strange events occurring on Eternia.



## DARK DIMENSION (II)

1986 UK MOTU COMIC MAGAZINES

The Dark Dimension was an evil dimension into which Skeletor was sent by Horde Prime to learn the ways of the black arts. Skeletor spent a long time in the Dark Dimension, and it was here that he became an expert in the use of the black arts. When he returned to Horde Prime's service, he began his new program of universal domination.



## DARK EDGE

2008 MOTU CLASSICS

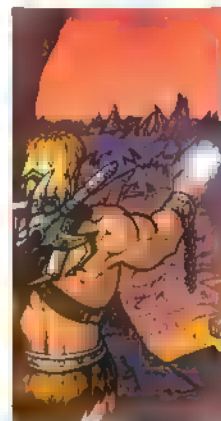
The Dark Edge was the border of the Horde-occupied territory on the planet Etheria's westernmost landmass. The Dark Edge bordered the sinister Valley of the Lost, where even Horde forces did not dare to tread.

## DARK HEMISPHERE

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The Dark Hemisphere was an expansive region covering half of the planet Eternia, robbed of its light by the Spell of Separation, a powerful incantation invoked long ago by Hordak at the Well of Darkness using the Triad of Discidium. The Evil Horde's ruthless leader cursed the land, assuming his evil legions would thrive there and one day conquer the realm of light. When the spell started to split the entire planet in half, Hordak ordered his Horde Wraiths to stop midway.

The hemisphere's border lay on the location of the well, where green grass gave way to a blighted rocky landscape. The once-lush forests surrounding the city of Zalesia were covered in desert as



a result of the spell's destructive forces. The Dark Hemisphere also contained the Sands of Fire, a plain of sand dunes hurling large balls of flame into a starry sky choked by ash and smoke from Mount Barathrum and other volcanoes in the Dunes of Doom. Great rivers of molten lava flowed through much of the region, dominated by the terrifying stone visage of Snake Mountain, an impregnable fortress used by King Hiss and later Skeletor to launch campaigns of conquest against Eternia's Light Hemisphere. Beast Man summoned many of the exotic and dangerous creatures inhabiting the planet's dark half to aid the Overlord of Evil, including Shadow Beasts, Serpintaurs, and griffins. To protect the Light Hemisphere, Man-At-Arms and the Sorceress created the Mystic Wall, a magical barrier that prevented passage between the two hemispheres for many years—until Skeletor breached it with a weapon powered by the Coridite Crystal.

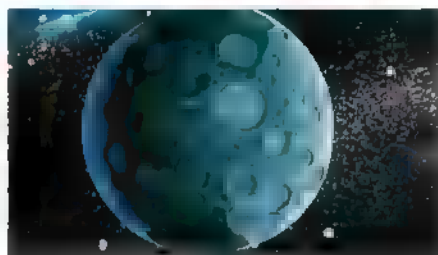
2008 MOTU CLASSICS

The Dark Hemisphere was the home of various villains on Eternia in the Classics canon, especially for creatures and places that were not included in the 2002 Mike Young Productions animated series. The Dark Hemisphere was home to the witch Shokoti and Batros's treacherous race of half-man, half-bat pirates. It was also the location of Foodar, the kingdom ruled by Geldor from his fortress on Ogre Mountain. Not all inhabitants of the Dark Hemisphere were ruthless villains, as Granamyr's dragon kingdom of Darksmoke was also located there.

The suffering of warriors on the Dark Hemisphere during King Miro's reign motivated Count Marzo to stage his uprising against Miro so that he could rule Eternia instead. Marzo's Shadow Beasts became inhabitants of the Dark Hemisphere as well.



## DARK MOON



Darkmoon

## 1983 FILMATION MOTU ANIMATED SERIES

The Dark Moon was always positioned in the sky over Snake Mountain when viewed from Eternia. Its inhabitants lived hard and unhappy lives due to living permanently in the shadow of Skeletor. King Barbo, the moon's barbaric leader, was at heart a good man but inclined to be distrustful of outsiders. He had previously received help from King Randor and Queen Marlena, and therefore trusted Prince Adam. As the people of the Bright Moon were happy to help those of the Dark Moon, the two tribes signed a treaty of friendship. However, Skeletor almost succeeded in stirring up war between the Dark and Bright Moons after causing a series of disasters on the Dark Moon, for which he framed the people of the Bright Moon. This made King Barbo angry and he destroyed the treaty. After He-Man exposed Skeletor's scheme, the people of the Dark Moon signed a renewed treaty, pledging continued friendship and support.

## 2008 MOTU CLASSICS

In Classics, Darkmoon was the purple moon of the planet Eternia inside the Eternian Dimension. Darkmoon was located in the shadow of Eternia's Dark Hemisphere and was Eternia's second-smallest natural satellite.

## DARK MOUNTAIN

## 1983 FILMATION MOTU ANIMATED SERIES

When the evil wizard Morgoth threatened to return to Eternia, He-Man and the Sorceress waited for him at Dark Mountain, a ruined ancient city where the Wheel of Fire appeared in the sky, allowing Morgoth to return to Eternia.

## DARK MOUNTAINS

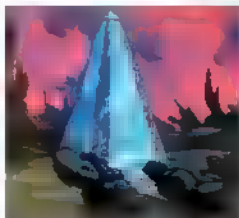
## 1985 UK WORLD POP ANNUALS

The Dark Mountains were an extremely evil mountain range on the planet of Etheria, eternally covered in darkness. They were near the dreaded Fright Zone, and Hordak's allies who lived in the mountains would happily serve him.

## DARK OBELISK

## 1983 FILMATION MOTU ANIMATED SERIES

Located on Eternia's Dark Side, the Dark Obelisk stood alone in an ominous plain. Upon the structure



were ancient writings. When the correct spell was cast, the Dark Obelisk exploded in a flash of white light, revealing the treacherous dragon Shadow Wing.

## DARK POOL

## 1985 LADYBIRD POP BOOKS

The Dark Pool was a dangerous part of the Whispering Woods where even the most adventurous person never ventured. The pool could be found in a hollow surrounded by bare and twisted trees. It was covered in slime and poisonous moss while the branches of the surrounding trees reached out over the pool in a tangled mass so thick that the sun couldn't shine through. No birds chirped, and no breeze rippled the pool's blackened, bottomless water. Streamers of mist were the only things that moved in the half-light. A terrible beast waited there, residing deep below the surface.

## DARK SEA



## 1982 DC MOTU COMICS

The Dark Sea was home to some of the most terrifying creatures on Eternia. Deep within the Dark Sea was the Black Pit, in which powerful magic created a dimensional rift between Eternia and the planet Earth.

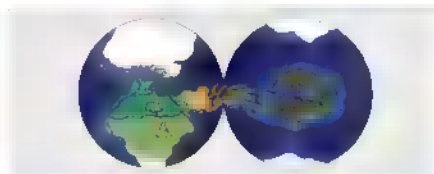
## DARK SIDE OF ETERNIA

## 1983 FILMATION MOTU ANIMATED SERIES

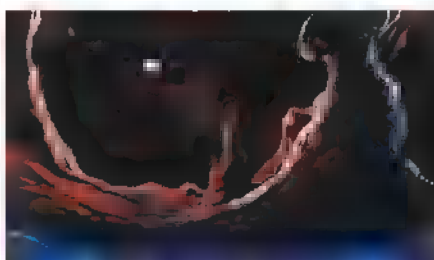
Batros was said to have hailed from the Dark Side of Eternia in the cartoon series.

## 1983 GOLDEN MOTU BOOKS

In the Golden books, the Dark Side of Eternia was the eastern continent of the planet of Eternia, not the entire hemisphere as in the 2002 continuity. The Dark Side began to the west of the Borderlands and was cursed to remain in eternal darkness around the time the original Mystic Wall was erected. Snake Mountain was located in the Dark Side of Eternia.



## DARK SIDE OF NORDOR



## 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Dark Side of Nordor was a place that even the Mutants feared; it was said that nothing ever returned from the moon's Dark Side.

## DARK STAR

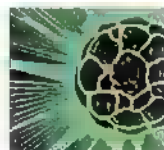
## 1982 DC MOTU COMICS

The Dark Star was a distant exploding sun that had to align with the two Eternian moons in order for the two halves of the Power Sword to be merged so that the weapon's full magical potential could be unleashed.

## 1985 MOTU MAGAZINES

In the US *Masters of the Universe* magazines, the Dark Star was a rogue sun. Its orbit crossed the Eternian solar system only once every ten thousand years. Its negative energy field radiated immense

evil and, when amplified through one of Skeletor's horrific devices, caused unfathomable disasters to occur throughout Eternia, including the destruction of Snake Mountain, the Evergreen Forest, and the Eternia Towers.



## DARK VOLCANO



**1986** UK MOTU COMIC MAGAZINES

The Dark Volcano was a powerful volcano which Hordak intended to use in a scheme to overcome Eternia. He sent He-Man, possessed by the power

of the Slime of Evil, to destroy the volcano and bring about an earthquake, but Man-At-Arms managed to manipulate events so that the volcano's heat dried the slime on He-Man's body and returned him to normal.

## DARK WOOD



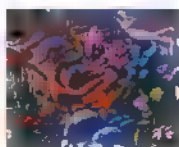
**1986** UK MOTU COMIC MAGAZINES

The Dark Wood was located on the border of the Green Zone on Eternia. As Roboto patrolled through the Dark Wood, he stumbled upon the first victim of Hordak's Slime Pit—an innocent peasant who had been turned evil by being drenched in the Slime of Evil.

## DARKLANDS

**1983** FILMATION MOTU ANIMATED SERIES

One of the most feared areas on all of Eternia, the Darklands were primarily made up of dense jungle that resided underground. Thus, high above the landmass was a vast, never-ending ceiling of impenetrable stone. Within the Darklands, the wizard Kor lived with his daughter Mira and his Reptile Men in his palace. They guarded the Crimson Scourge, a great red beast kept in a cave.



## DARKMOOR



**1987** GERMAN EHAPA MOTU COMICS

Darkmoor was a region filled with foul-smelling swamps. The Liana Ravines and the Glass Grotto were

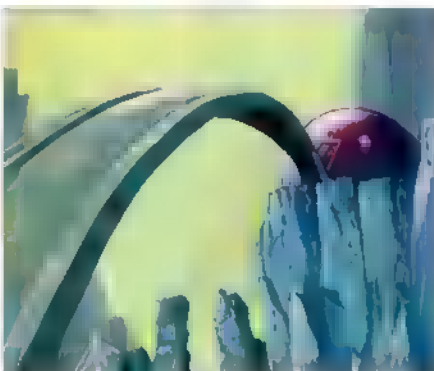
located there, and one of the three pieces of the Crystal Shield of Protection was hidden there.

## DARKMOR MOUNTAINS

**1984** UK WORLD MOTU ANNUALS

The Darkmor Mountains were home to the Queen of the Golden Dragons. They were known for a powerful mineral called Zaronite, which could allow Hordak to detect his enemies.

## DARKSMOKE



**1983** FILMATION MOTU ANIMATED SERIES

Located deep within the Ice Mountains, the domed building known as Darksmoke was the home to the Dragons of Darksmoke and their lord Granamyr, the oldest and wisest of the dragons. Darksmoke sat atop a frozen peak in the Ice Mountains at the end of a great bridge extending over the treacherous region. Behind the dome's ornately patterned doors was a treasure trove warmed by dragon fire. Granamyr appeared to sleep within his large fire pit, the source of his great magic, and rose up only to receive his guests. A secret doorway in the floor of the main chamber led to the Pit of Shadows.

**2008** MOTU CLASSICS

In Classics, Darksmoke was again the mountain fortress of Granamyr and his dragons; however, it was situated in the planet's Dark Hemisphere. During the Great Wars on Preternia, the dragons fought epic battles against the Free People led by King Grayskull until the Truce of the Three Towers. Although the peace was broken later, the dragons did not appear to take part in further conflicts between the humans, the Snake Men, and the Evil Horde.

Thousands of years later, the champion He-Man came to Darksmoke to seek Granamyr's help after an evil spell had turned Man-At-Arms into glass. Granamyr tested He-Man and found him worthy to receive his help and friendship.

## DEAD SEA

**1984** UK WORLD MOTU ANNUALS

The Dead Sea was a dark and gloomy Eternian sea frequented by Mer-Man. It was there he found a miniature unicorn in a bottle.

## DEAD ZONE

**1986** UK POP COMIC MAGAZINES

The Dead Zone was located in the poisonous and superhot air of one of Etheria's largest active volcanoes. No life forms could exist there, except for strange plants called the Ghost Blossoms.

## DEATH CHANNEL

**2008** MOTU CLASSICS

The Death Channel was a landform at the delta of the Blood River in the Dark Hemisphere of the planet Eternia.

## DEATH CORALS



**1987** GERMAN EHAPA MOTU COMICS

The region known as the Death Corals got its name from the coral-like structures that covered its surface. No mortal man had ever set foot into this mysterious area. Skeletor built his enormous Pollen Transmitter on the Death Corals.

## DEATH-GATE

**1984** GERMAN MOTU AUDIO PLAYS

When He-Man and Orko were searching for Man-At-Arms in the Sands of Time, they discovered a black gate shaped like a bird of prey's open beak. It had been set up by Skeletor as a trap so that everyone who walked through it was sent through time into Eternia's ancient past.

## DELTO 7

**1986** UK MOTU COMIC MAGAZINES

Deltos 7 was an alien world which was incorporated into a scheme by the Intergalactic Law Agency to trap the notorious criminal Galen Nycoff. Nycoff received the news that a new Power Gem had been discovered and was being transported to Deltos 7 by a Spaceliner. Nycoff pursued the Spaceliner which was headed for Deltos 7, only to find himself trapped by the Intergalactic Law Agency once the Power Gem turned out to be fake.



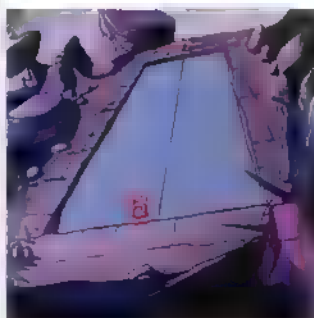
## DEMON DIMENSION



## 1986 UK MOTU COMIC MAGAZINES

The Demon Dimension, also referred to as the Netherworld, was the home of Targoz the Terrible. When He-Man's sword was affected by one of Skeletor's spells that caused Demon Cold Germs to appear whenever he attempted to use the sword, Man-At-Arms traced the source of the trouble to the Demon Dimension. He-Man journeyed there through a portal in Castle Grayskull and encountered Targoz, who told him the truth about what had happened and even helped reverse the spell.

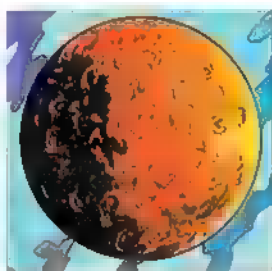
## DEMON ZONE



## 1983 FILMATION MOTU ANIMATED SERIES

The Demon Zone was a maze-like labyrinth under Eternia ruled by Kraal, the king of the demons. Whiplash came from the Demon Zone as well. The only way to access it from Eternia's surface was through an entrance in the Mountains of Doom. Only twice a year could the gateway be opened from within the Demon Zone for the demons to reach Eternia.

## DENEbria



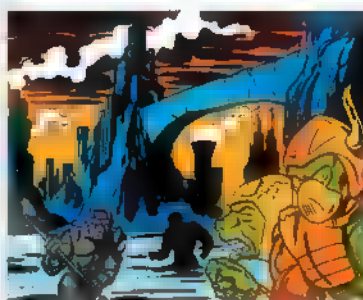
## 1984 UK WORLD MOTU ANNUALS

Denebria was the sister planet of Primus in the World annuals. It was once as fertile and beautiful as Primus, but Denebria's greedy and corrupt rulers cared nothing for their planet and reduced it to a smoldering, wreckage-strewn wilderness. As Primus grew wealthier, Denebria was slowly dying, growing poorer as it depleted its natural resources. Brakk, the monstrous commander of Denebria's Mutant inhabitants,

had begun to organize raids on the planet of Primus. As the raids grew bigger, war would soon break out between Primus and Denebria.

## 1987 GERMAN EHAPA MOTU COMICS

In the German Ehapa comics, Denebria was again Primus's sister planet and a former paradise once ruled by a parliament in its capital city of Denopolis. When the War Minister wanted to conquer Primus through the use of Virus Bombs, their spaceships crashed into each other right above Denopolis. The bombs destroyed the entire planet, turning it into a wasteland and the few survivors into Mutants. Denebria's moon was Nordor, which also served as the movable battle base for the Evil Mutants led by Brakk.



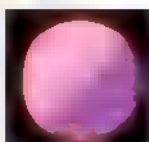
## 1987 ITALIAN MAGIC BOY MAGAZINES

According to the Italian *Magic Boy* magazines, Denebria was once a civilized metropolis, but corruption and a lack of respect for its ecology made it into a hellish place. The planet was utterly polluted by foul gas emissions and its main city was filled with corruption. Humans were kept as slaves and repro-

grammed to obey Mutants. Outside of the city, Denebria was a dangerous place filled with swampy areas and vile creatures.

## 1989 HE-MAN MINICOMICS

In the *He-Man* minicomics, Denebria was a planet located in the Tri-Solar System near Primus. It was the inhospitable domain of the Evil Mutants, and some of its prominent locations were the Fog Zone, the Quagmi Swamp, Freon, and Gorn World.



## 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

In the animated series, Denebria was the home planet of the Mutants.

Once more the planet's history was vague, but it was still a dark, polluted world, some areas of which were still unexplored. Denebria had no true ruler and was largely a lawless place.

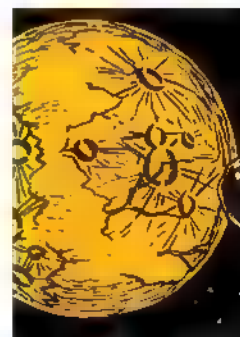
## 2008 MOTU CLASSICS

The Classics continuity retained Denebria's location in the Tri-Solar System of the Eternian Dimension but also established it as part of the Horde Empire. Denebria was the home to Flogg and his Space Mutant Goon Squad. Flogg served the Horde Empire by attacking the planet Primus until he was recruited by Skeletor.

Denebria's harsh environment gave rise to many evil, and often cowardly, Mutant warriors who evolved to survive in its extreme biosphere. The dense fog of the polar region helped the Mutant Optikk develop his keen eyesight. The stinking Quagmi Swamp was home to grotesque, scaly web-footed creatures, such as the Mutant Slush Head. The rocky desert region was home to reptilian creatures like the Mutant Karatti.

Denebria also included Gorn Craters that provided enough cover to allow Flogg to establish a base inside one of them. Another of Flogg's bases was in the camp city of Diobo inside the planet's Regula region.

Denebria had one moon, Nordor, which was shaped like a giant skull.





## DESERT



### 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The desert was a barren, desolate area of Primus. Werban fled to the desert in an attempt to hide from Skeletor, who complained about the heat there.

## DESERT OF SILENT WINDS

### 1984 GERMAN MOTU AUDIO PLAYS

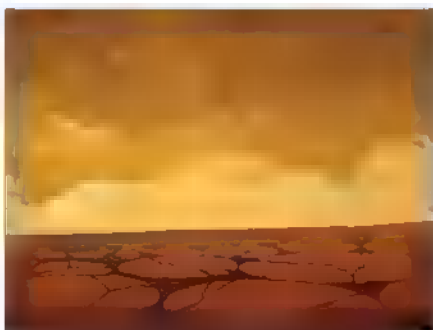
Despite its name, the Desert of Silent Winds was actually quite noisy. Storms blew constantly, raising the sharp sand grains. The evil Magus teleported Adora's sword into the desert, where the sands would only need one hour to grind it into dust. However, the sword was found and taken out of the desert by Entrapta.

## DESERT REGION OF DENEHBRIA

### 1984 UK WORLD MOTU ANNUALS

The Desert Region of Denebria was the largest desert on the planet of Denebria. It bordered the vast Regula mountain range.

## DESOLATE AREA



### 1985 FILMATION MOTU/POP ANIMATED CHRISTMAS SPECIAL

Located at the edge of the Frozen Area, Etheria's Desolate Area was composed of unique orange and purple formations on the ground, creating large, craggy rock circles.

## DEVIL'S FALLS



### 1984 UK WORLD MOTU ANNUALS

Devil's Falls, located to the southwest of the kingdom of Eternia, was the site of one of the evil Mer-Man's hidden lairs. The falls originated from a mountain so high that the humans could not see its peak among the clouds. Sunlight caught the falls' cascading waters, creating constant rainbows, and made the great pool at the bottom shimmer through the heavy mist.

At one time, Beast Man brought Prince Adam, abducted in his sleep, to Mer-Man, who imprisoned him in an airtight crystal cage under the falls. With the mysterious Zoar's help, Prince Adam magically regained his Sword of Power and transformed into He-Man in order to break himself free of the cage.

## DEW DROP INN



### 1985 FILMATION POP ANIMATED SERIES

The Dew Drop Inn was a meeting place for villagers who discussed fighting the Horde and joining the Rebellion. The two-story inn was nicely decorated with a handsome white exterior.

## DIMENSION OF DEATH

### 1984 GERMAN MOTU AUDIO PLAYS

The Dimension of Death was the realm of all dead people. By eating cosmic stalagmite dust, Skeletor was able to contact the long-deceased mage Myrat, who told him about the Ring of Absolute Power. According to the Sorceress, this ring would vanish into the Dimension of Death if He-Man could touch it before Skeletor.

## DIMENSION OF DESPONDOS



### HEROES Dark Dimension

### 2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

When Hordak tried to defeat King Grayskull, he summoned a portal to the Terrible Dimension of Despondos. During the battle, King Grayskull reversed the spell and banished Hordak and his army to Despondos instead.

### 2008 MOTU CLASSICS

The Dimension of Despondos was the most sinister and evil of the Five Dimensions. Also known as the Dark Dimension, it was the location of the planet Etheria, where the magical being Light Hope settled after the Overlords of Trolla sent him to bring hope to the good people trapped in Despondos.

Despondos became the prison of many powerful beings exiled from the planet Eternia in the dimension of the same name during the many wars fought there. The evil Hordak and his Horde army were banished to Despondos by King Grayskull at the end of the Great Wars. Unable to return to seize the power he craved on Eternia, Hordak eventually invaded the peaceful planet Etheria, although he would later encounter resistance to his rule there as well.

Still trying to gain access to the power on Eternia, Hordak created the Lord of Destruction Skeletor by fusing the injured Eternian prince Keldor with the Despondos native Demo-Man. In return for saving him,

Skeletor later magically transported Keldor's own infant niece, Princess Adora, to Despondos so that Hordak could raise her as his own. Despite Hordak's desire to return to Eternia, Skeletor's defeat by the Jungle He-Man, Oo-Larr, prevented him from making it possible.

Despite Hordak's inability to return to Eternia, He-Man later found it possible to travel from Eternia to Etheria and back again when he took the Sword of Protection to his long-lost twin sister, Adora. Wielding the enchanted blade, Adora became She-Ra, Hordak's greatest foe, who turned the tide against him in his fight with the Rebels on Etheria. Hordak later found a way to escape his exile when Shadow Weaver discovered a Laser Gate portal to Eternia opened by Skeletor's treacherous companion Evil-Lyn. The Horde finally returned to Eternia, and She-Ra and the Rebels followed them to help He-Man and the Renegade Masters of the Universe defeat the evil oppressors.

Several other heroic Eternians were also banished to Despondos by their enemies. The evil Count Marzo magically sent King Miro to Despondos out of revenge for defeating him during the Great Unrest. Years later Skeletor magically exiled Miro's son, King Randor, to Despondos in order to seize the throne for himself. At some point during their time there, father and son reunited and found a way back to Eternia. While the exact means of their escape was not revealed, it may have been related to the Laser Gate used by the Horde and the Rebels from Etheria.

Despite its reputation, Despondos was not only home to monsters. In addition to Etheria, there was also the planet Silax, home of a species of hunters and trackers that included the honorable warrior woman Huntara.

## DIMENSION OF ETERNIA

2008 MOTU CLASSICS

The Dimension of Eternia contained the planet Eternia, where the Gods of the Multiverse hid their magic after they created the Five Dimensions. Because the Starseed and the Sword of He both resided on Eternia, which was positioned at the center of the dimension, many villains and evil powers invaded the planet hoping to plunder its power and steal its secrets.

Many of the Twins of Destiny's exploits took place in the Eternian Dimension. It is the location of the majority of the known Horde Empire, as well as the planet Earth, birthplace of the twins' mother, Marlena Glenn.

## DIMENSION OF EVIL

1983 ITALIAN PIÙ MAGAZINES

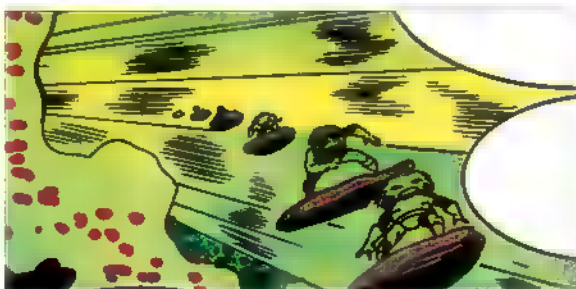
The Dimension of Evil was an unspeakable realm which existed at the borders of the universe. Using dark sorcery, Skeletor once opened a portal to the Dimension of Evil and released a monstrous, jellyfish-like entity onto the planet Eternia.

## DIMENSION OF INFINITA

2008 MOTU CLASSICS

Infinita was one of the Five Dimensions created by the Gods of the Multiverse and affected by their aura. The insane criminal Kronis was a native of Infinita before becoming an Evil Warrior on Eternia. Upon the death of the evil bounty hunter Karak Nul, he was banished to Infinita from Eternia and was eternally chained to his past crimes. Despite being dead, Nul returned to Eternia because of a magical summoning spell cast by Skeletor. After being in Infinita, Nul returned as Scare Glow, a sinister specter whose supernatural glow froze his enemies with fright.

## DIMENSION OF INSANITY



1984 GERMAN INTERPART-CONDOR MOTU COMICS

The Dimension of Insanity was the home of the Lord of Insanity and the evil Spirit Army. It was the source of negative energies, emitting them into the positive universe to power the lord and his warriors. Through the Power of Grayskull, He-Man managed to shut down the gateway to the dimension.

## DIMENSION OF MONSTERS



1986 UK MOTU COMIC MAGAZINES

An annual event took place on Eternia known as Monsters' Day. Legend told of how each year on that day, the Dimension of Monsters would open onto Eternia so that all the monsters from the planet's past could walk into their world. While the legend was pure fiction, every year Eternians celebrated Monsters' Day, and the children would dress in monster costumes for fun.

Even though the Dimension of Monsters was not real, the powers of darkness were at their strongest on Monsters' Day.

## DIMENSION X



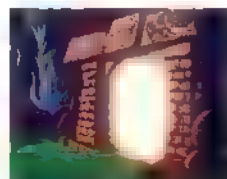
1985 MOTU MAGAZINES

Dimension X was a strange, abstract-looking realm ruled over by King Altron.

## DIMENSIONAL GATE

1985 FILMATION POP ANIMATED SERIES

The Dimensional Gate, located in the Whispering



Woods, was an impressively ornate arch. Although the structure appeared to be a simple ancient ruin in the midst of the woods, Queen Angella was able to use her magical abilities to create a dimensional gateway within the arch.



## DIMENSIONAL VOID



**1985** FILMATION POP ANIMATED SERIES

When Catra and Shadow Weaver botched an ambush on She-Ra, their combined efforts accidentally ripped open a hole in time and space, sending both She-Ra and Hordak into the Dimensional Void. Within the Dimensional Void, they didn't know where they were, or where they were going, or where they would be when they arrived at the other end.

## DINOREP VILLAGE



**1986** UK MOTU COMIC MAGAZINES

The Dinorep Village was the home of the Dinoreps, a peaceful tribe who were unaware of the savage conflict taking place throughout Eternia. Hordak attacked the Dinorep Village and took its inhabitants prisoner as part of a scheme to lure He-Man into his clutches, but He-Man and Sy-Klone got the better of him and saved the village and the Dinoreps.

## DIOBO

**2008** MOTU CLASSICS

Diobo was a camp city in the Regula region of the planet Denebria in the Tri-Solar System. Diobo was often used by Commander Flogg as a base from which to launch attacks against Denebria's neighbors on planet Primus on the orders of Flogg's Horde commanders.

## DOOM ROOM

**1987** GERMAN EHAPA MOTU COMICS

The Doom Room was a large chamber deep underneath Snake Mountain. Built inside of it was the Dome of Death, a skull-shaped idol that might have been a sacrificial altar. As part of an elaborate scheme, Evil-Lyn allowed Skeletor to chain her to the dome so she could lure Man-At-Arms into a trap.

## DOOM DIMENSION



**1985** FILMATION POP ANIMATED SERIES

The Doom Dimension was accidentally accessed by Shadow Weaver via the magical Moon Mirror. The dimension was a whirlpool of hellish, roaring activity and sounds with a pull so powerful that it began to suck in everything on Etheria, threatening to absorb the whole planet.

## DOOM MOUNTAINS



**1987** GERMAN EHAPA MOTU COMICS

Within the Doom Mountains, a rocky wilderness, stood a portal made of stone that was only visible upon close inspection. When Skeletor discovered the portal and entered it, he had to fend off evil spirits but soon found out that the encounter had



increased his powers a hundredfold. Later, he tried to lure He-Man through the magical portal, but he lost the new powers when He-Man pulled him back to the outside.

This reversed the evil effects, temporarily turning Skeletor good. As Evil-Lyn took away the confused Skeletor, Panthor accidentally hit the portal, causing it to crumble.

## DOOM TOWER



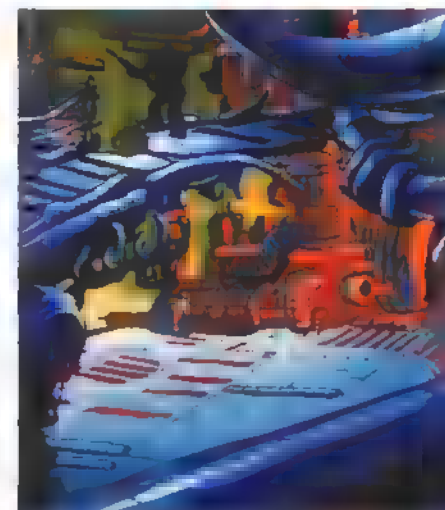
**1983** LADYBIRD MOTU BOOKS

In the Ladybird books, Doom Tower was Hordak's main base of operations, located within the center of his terrible, wreckage-strewn Fright Zone on the planet of Etheria. Doom Tower was an industrial structure coughing up clouds of pollution

into the air. Hordak's throne room was high upon a set of stairs, overlooking his main audience chamber. It was known as the most terrifying place on Etheria, besides Catra's Cat Tower.

**1985** FILMATION POP ANIMATED SERIES

Inside the Fright Zone, Doom Tower reached skyward and overlooked Etheria's Whispering Woods in the distance. Hordak built his Magna-Beam Transporter on Doom Tower in the hopes of transporting the whole of Whispering Woods to the Valley of the Lost. One of She-Ra's first acts against the Horde was to help He-Man reach the top of Doom Tower and destroy the Magna-Beam. She also helped He-Man escape while riding her steed Swift Wind for the first time.



## DOORS OF MYSTERY



**1983** GOLDEN MOTU BOOKS

**1984** UK WORLD MOTU ANNUALS

The Doors of Mystery, located deep within Castle Grayskull, were the portal that led to the planet of Etheria.

He-Man passed through the doors to find the one who would wield the Sword of Protection, who he later learned was his long-lost twin sister, Adora.



## DRAEDUS

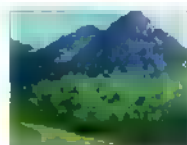
## 2008 MOTU CLASSICS

Draedus was a utopian planet located in the Eternian Dimension outside of the Horde Empire-controlled space. The evil inventor Plundor the Spoiler invaded Draedus in order to harvest its life force with his machines so that he could sell it to the highest bidder. Fortunately, the Eternian champion He-Man accidentally arrived on Draedus after Skeletor had erased his memory and sent him through the Crossroad of All Universes. Although at first unsure of his own identity, He-Man encountered Draedus's displaced natives and decided to help them by fighting and imprisoning Plundor.

Draedus had two small moons and was located near the Eternian side of the Einstein Rosen Space Bridge discovered by the Earthling Marlena Glenn.

**TRIVIA:** The name "Draedus" was created when writer James Eatock misheard the name Trannis in the original Filmation animated series. As a result, the events on Draedus in Classics were based on events staged on Trannis in the Filmation series, even though a planet called Trannis also existed in the Classics canon.

## DRAGON MOUNTAIN



## 1983 FILMATION MOTU ANIMATED SERIES

Dragon Mountain was the location where Mekaneck lost his son Philip. When a freak storm blew up on the mountain, strong winds carried Philip away and badly injured his father's neck, requiring Man-At-Arms to replace it with a bionic one.

## DRAGON TERRITORY OF DARKSMOKE

## 2008 MOTU CLASSICS

The Dragon Territory was one of four territories divided among the four great powers on Preternia during the Great Wars. After the truce of the Three Towers, the dragons' territory was formed out of the southern quadrant of Eternia's main landmass. The territory included Dragon Tower, although it was not connected to the Three Towers of the treaty. The Dragon Territory also included the Land of Giants and the Mountains of Perpetua. Although the truce was later broken, the Dragons of Darksmoke did not appear to participate in the Second Ultimate Battleground, nor did they appear to claim territory after the Spell of Separation changed the landscape of Eternia.

## DRAGON TOWER

## 2008 MOTU CLASSICS

Dragon Tower was a citadel located in the Dragon Territory of Darksmoke in the southern quadrant of Preternia. The tower resided in a large mountain range and may have been the primary home of the Dragons of Darksmoke. Although it was one of four towers, it was not connected to the Three Towers of Eternia, possibly indicating the dragons' disinterest in further interaction with the humans, Snake Men, or Horde.

Dragon Tower, along with all other signs of Darksmoke, disappeared from Eternia's map sometime between the time of the Spell of Separation and the reign of King Randor, possibly because of their many years of isolation from human affairs.

## DRAGON VALLEY



Valley of Dragons

## 1985 FILMATION POP ANIMATED SERIES

Dragon Valley was home to Granamyr and the Dragons of Darksmoke in the Filmation *She-Ra* series. When Adora accidentally arrived on ancient Eternia, she sought help from Granamyr in order to return to her own time. During her visit she discovered Dragon Valley, also home to farmers who lived off the land and in simple mushroom-shaped houses with thatched roofs. The human farmers lived side by side with the dragons, but when the evil sorcerer Nazghal set fire to the harvest, he blamed the dragons and stirred distrust among the farmers of their dragon neighbors.

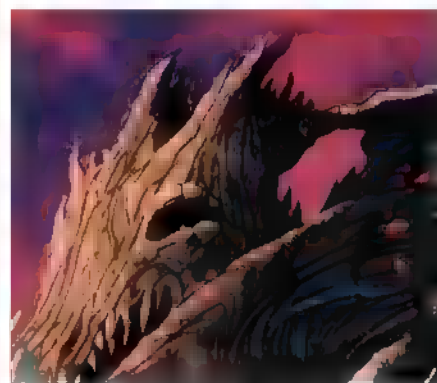
## 2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

In the 2002 animated series, the dreaded Valley of Dragons was a rocky area covered in mist and large red stones, somewhere between the Corridors of Lithos and the Labyrinth of Thorn. King Grayskull journeyed through this valley and passed the large red dragons living there on his quest to Mount Imperium in search of power great enough to defeat Hordak and his Evil Horde army.

## 2008 MOTU CLASSICS

The Valley of Dragons was located in Eternia's Dark Hemisphere. The Evil Warrior Scutes Ignis, later known as Fang Man, grew up in the valley, where he discovered his rare ability to control the minds of the fire-breathing dragons that resided there.

## DRAGONMOUNT



Dragon Mountain

## 1983 FILMATION MOTU ANIMATED SERIES

Home to the dragons of Eternia, Dragonmount, also known as Dragon Mountain, was a fascinating location. The very territory of Dragonmount appeared to have formed from the remains of giant dragons long since deceased. The Mother Dragon ruled Dragonmount, and the location was once visited by Granamyr.

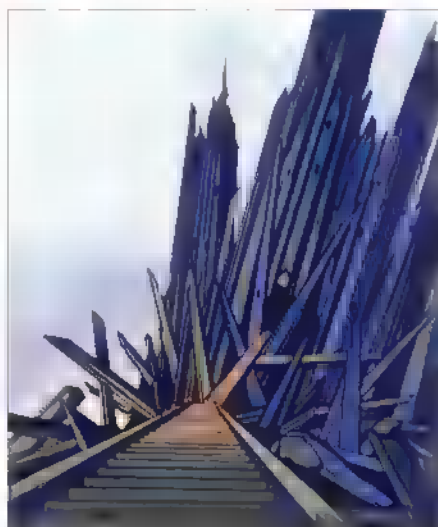
## DRAGON'S BREATH INN



## 1982 DC MOTU COMICS

The Dragon's Breath Inn was a tavern on the outskirts of the Royal Palace in which a great deal of frivolity took place. Alcohol and food were consumed in vast amounts, with drunken brawling being commonplace. Prince Adam could often be found enjoying himself in this location.

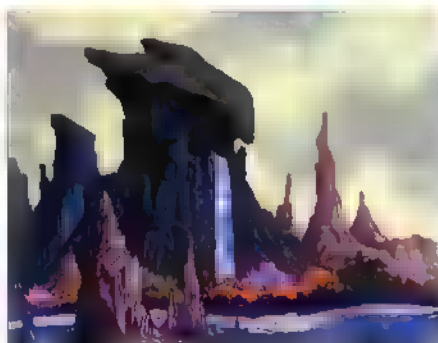
## DRAGOON'S FORTRESS



### 1983 FILMATION MOTU ANIMATED SERIES

Located on Orko's home world of Trolla, Draagoon's Fortress was the villain's jade-colored base of operations, made of an endless number of elongated buildings tapering to a point. The structure contained a dungeon in which he kept the captured populace of Trolla.

## DRAGOSAUR ISLE



### 1983 FILMATION MOTU ANIMATED SERIES

A mysterious island located in Eternia's past, Dragosaur Isle was a deadly place. The main rock structure of the island, in which Skeletor set up his base of operations, bore a strong resemblance to the head of a Dragosaur. The island itself was a near-impenetrable dense jungle where lived man-eating plants and creatures.

### 2008 MOTU CLASSICS

Dragosaur Isle was largely unchanged for the Classics continuity. Its native Dragosaur inhabitants eventually evolved to include intelligent creatures like the Evil Warrior Fang Man, who was sent back in time as part of a plot by Skeletor to stop Castle Grayskull from being built. Fang Man's failure resulted in Skeletor abandoning him in the past, and he was last known to be awaiting his master's return while living with his ancestors on the isle.

## DRAPHOS

### 2008 MOTU CLASSICS

Draphos was a silver planet located in the Eternian Dimension outside of the Horde Empire's controlled space. Draphos was the home of the Klybian Lizard Men, whose DNA was one of three cold-blooded reptilian races used by the evil Unnamed One to create the Snake Men. Draphos had a single ring of orbiting debris.

## DREAD DIMENSION



### 1986 UK MOTU COMIC MAGAZINES

The Dread Dimension was a dimension inhabited by ferocious beasts. He-Man had to form an uneasy alliance with Evil-Lyn and a team of Evil Warriors to return to Eternia when all of them were trapped in the Dread Dimension.

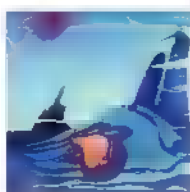
## DREAD SEA

### 1983 MOTU MINICOMICS

The Dread Sea, a desolate body of water located on Eternia, was the habitat of various evil creatures.



## DREAM DIMENSION



### 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Dream Dimension was a plane of existence where the unconscious mind traveled while a person was asleep.

Flogg's Tech Mutants created a device called the Dream Explorer, which allowed someone to enter the Dream Dimension directly.

## DREAM-CAVES



### 1986 UK MOTU COMIC MAGAZINES

The Dream-Caves were a range of mystical caves. He-Man searched them to find the Mind-Crystal, an artifact that allowed the user to project their thoughts and communicate mentally with anyone of their choice.

## DRING HOUSE



### 1986 UK MOTU COMIC MAGAZINES

Dring House was the council chamber of Sven-Town, in the North Fields of Hordak's Fright Zone. Affairs at Dring House were managed by Mayor Binon and Attendant Mozz.

## DRISDOS

### 1983 FILMATION MOTU ANIMATED SERIES

Drisdos was a city near the Royal Palace that was part of King Randor's tour of Eternia.

## DRYL MINES



### 1985 FILMATION POP ANIMATED SERIES

On the mountain adjacent to the village of Dryl were old mines that the villagers used to escape the bombardment of the Horde. The villagers were once forced to dig in the mines for Etherium, which the Horde used to power their machines. The Horde had a giant robot that controlled the villagers in the mines until She-Ra destroyed it after the Etherium ran out.



## DUKE DREAR'S FORTRESS



## 1985 FILMATION POP ANIMATED SERIES

The evil Duke Drear's Fortress lay within the Shadow Kingdom of Etheria. The towering fortress had a façade of bone with

a skull as its entrance. Dead trees and thick mist surrounded the fortress. Inside, more skulls and bones lined the walls.

## DUNES OF DOOM

## 2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The Dunes of Doom was an area of the Dark Hemisphere filled with volcanoes blanketing the region's eternal night sky with plumes of smoke and ash. Lava flows from Mount Barathrum and other volcanoes fed large rivers of molten lava from Snake Mountain and elsewhere, scarring much of the land that had been left blighted and lifeless by Hordak long in the past.

## 2008 MOTU CLASSICS

The Dunes of Doom was the name of a vast mountainous desert region that spread across both the Light and Dark Hemispheres of the planet Eternia. The dunes were the domain of evil mystics who raised Marzo Kalif and taught him the advantages of magic over technology, ultimately leading him to create the Shadow Beasts and attack King Miro during the Great Unrest. The Dunes of Doom were also the home of the young mercenary Dekker, who switched sides during an early battle of the Great Unrest and became the Man-At-Arms to King Miro.

## DUST-SEA



## 1986 UK POP COMIC MAGAZINES

The Dust-Sea was located on Etheria's moon Elidor. It was dredged by the Horde Troopers in search of the Moon Jewel, coveted by Hordak.

## DYPERIA

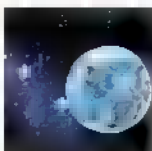
## 1983 FILMATION MOTU ANIMATED SERIES

The unseen Dyperia was a kingdom located near the seas, ruled by King Stefen. For a time the people of Dyperia fought a war against the Torcs.

## EARTH

## 1982 DC MOTU COMICS

Earth was the home planet of astronaut Marlena Glenn. She left Earth before her spacecraft crash-landed on Eternia. Earth, specifically the city of Metropolis, was also home to the superhero known as Superman, who twice journeyed to Eternia.



## 1983 FILMATION MOTU ANIMATED SERIES

Earth was originally Queen Marlena's home before her vessel, the *Rainbow Explorer*, crashed on Eternia. When Earth was briefly threatened by a large meteor of space debris, pilots Colonel Mark Blaze and Major Andrea Steele also found themselves on Eternia.

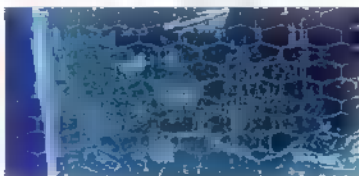


## 1985 FILMATION MOTU/POP ANIMATED CHRISTMAS SPECIAL

The Earthling holiday of Christmas, shared with Eternians by Queen Marlena, became the basis for a celebration after two Earthling children were transported accidentally to Eternia.

## 1984 GERMAN MOTU AUDIO PLAYS

Earth was the most mysterious planet in the entire universe, according to the German audio plays. Although everybody knew about its existence, its location was unknown for many centuries. Several thousand years ago, humanoid monsters went from Earth to Eternia through the Cosmic Bridge. According to Skeletor, Earth was the biggest prize of the universe. Aided by Brakk and the Evil Mutants from Denebria, he planned to explore the universe and take the planet as his own.



## 1987 MOTU FILM

In the 1987 film, He-Man, Teela, Man-At-Arms, and Gwildor escaped to Earth using Gwildor's invention, the Cosmic Key. Skeletor and his Evil Warriors used a second key to follow them there and proceeded to invade the planet, looking for them and Gwildor's key. The link between Eternia and Earth was a specific sequence of musical tones.

## 1987 MARVEL STAR MOTU MOVIE ADAPTATION

Earth's role in the plot was similar in the comic book adaptation of the movie, but with several exceptions. When the Eternians arrived through the Cosmic Key's portal, Man-At-Arms determined that Earth had 10 percent more oxygen in the atmosphere, and the gravity was slightly stronger than that of Eternia.

He-Man discovered quickly that the people of Earth spoke the same language as those on Eternia. During their visit, Man-At-Arms noticed American flags and remembered them when he returned to Eternia, discovering that a thousand years ago the first Eternians crash-landed on Eternia and carried an American flag in their ship, *Starfinder 5*, with the date July 10, 2221. Therefore, Eternia was originally discovered and colonized by American astronauts from Earth.



## 2008 MOTU CLASSICS

Earth was an inhabited planet located inside the Eternian Dimension outside of the Horde Empire-controlled space. Earth's inhabitants were technologically advanced enough to have constructed a large space station in continuous orbit over the planet. They had also sent explorers into deep space to search for fuel and new resources.

One Earthling, the astronaut Captain Marlena Glenn, volunteered to pilot an experimental spaceship through a black hole, where she discovered an Einstein-Rosen space bridge that led to the planet Eternia. With her spaceship damaged, Glenn crash-landed on Eternia with two companions who did not survive. Marlena met and fell in love with Randor, the son of the Eternian king Miro, and became his queen. Her children became the prophesied Twins of Destiny who wielded the power of the universe.

Years later, Marlena used the Cosmic Key, a device created by the inventor Gwildor to open portals across space and time, to return briefly to her home planet of Earth (which Gwildor also visited during his attempts to escape from the forces of evil). There she learned that an Earth- or Eternia-born person was prophesied to defeat the Horde Empire. Although Light Hope's prophecy had anticipated twins, the sources Marlena discovered on Earth did not.

## 2012 DC MOTU COMICS

Planet Earth was still home to Queen Marlena in the DC comics, but it was also the home of the Justice League. The planet had untapped resources of magic, and a dark, possessed Orko used Skeletor to siphon off that magic before He-Man joined forces with Superman, Batman, and the Justice League in order to stop them.



## EASTERN DARK LANDS



**1983** GOLDEN  
MOTU BOOKS

The Eastern Dark Lands were an area on the Dark Side of

Eternia covered with the perpetual gloom of eternal darkness.

## EASTFEN

**1983** FILMATION MOTU ANIMATED SERIES

Although never seen, the kingdom of Eastfen was referenced twice. On one occasion Skeletor pretended to be an ambassador, Therin, representing the kingdom. On another occasion Man-At-Arms reminded Orko that his pinwheel trick blew the king's crown all the way to Eastfen.

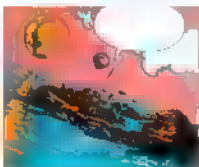
## ECHO VALLEY

**1983** FILMATION MOTU  
ANIMATED SERIES

Echo Valley was a dangerous Eternian valley where rockslides were common, with the cliff faces shattering from the vibrations of any echo emanating from the valley.



## EDENTIDE



**1987** ITALIAN MAGIC  
BOY MAGAZINES

Edentide was a verdant island on the planet Primus. It was known for its deep canals. The Great Guru and his dis-

ciples could be found meditating in Bodahn Temple on Edentide. For many years, a gigantic space squid lurked in the waters beneath Edentide, though it could be kept in check by a large Cosmic Gem that was kept in a tower on the island.

## ELBERON

**1985** FILMATION POP ANIMATED SERIES

The newly freed town of Elberon celebrated its independence from the Horde with speeches and festivities. The town was lined with green mushroom-like buildings and an old well that the Horde used as a fuel tank. When Bow accidentally set the fuel tank on fire, it awakened the friendly but cowardly dragon Sorrowful.



## ELDERS' TRAINING CITADEL

**2008** MOTU CLASSICS

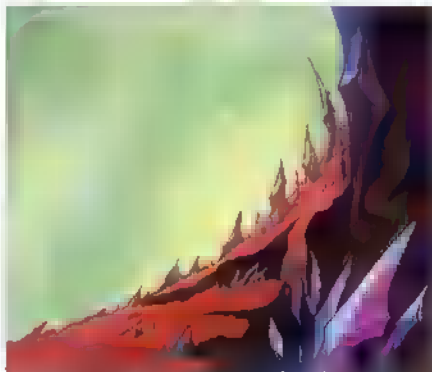
The Elders' Training Citadel was a temple buried beneath Eternia's southern Polar Icecap where the dying Sorceress Teela Na trained her daughter, Teela, to replace her as Sorceress of Grayskull.

## ELDOR'S VILLAGE

**2008** MOTU CLASSICS

Eldor's village was a small settlement in the northern region of the quadrant of the Free People of Preternia. The village was the home of the wizard Eldor, who saved He-Ro and later cast a spell submerging the Three Towers of Eternia.

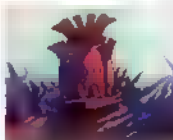
## ELFWORLD



**1985** FILMATION POP ANIMATED SERIES

The area known as Elfworld was the Etherian kingdom of King Varn and his elves. Within the kingdom was the Elfworld Castle, home to King Varn and Prince Storm.

## ELFWORLD CASTLE



**1985** FILMATION POP  
ANIMATED SERIES

Elfworld Castle sat atop a mountain in the territory known as Elfworld. The castle was a three-towered stone structure with curved battlements coming from the top. The towers' double-tiered foundation had support columns at the base.

## ELIDOR

**1986** UK POP COMIC MAGAZINES

Elidor was one of Etheria's three moons and the location of the magical Moon Jewel guarded by Princess Luna.

## ELVES-POOL

**1986** UK MOTU COMIC MAGAZINES

Elves-Pool was a village where the children often engaged in kickball matches with the children from the neighboring village of Ev-Town.

**TRIVIA:** The names "Elves-Pool" and "Ev-Town" may have been an homage to real life neighboring British football clubs Liverpool and Everton.

## ELVOK VILLAGE



**1986** UK MOTU COMIC MAGAZINES

The Elvok village was the home of the Elvoks, a tribe of small people on Etheria.

## ELYSIA

**1983** LADYBIRD MOTU BOOKS

The world of Elysia was a small planet ruled by the ant-sized beings known as the Elysians. Orko was very familiar with this planet and felt like a giant next to these small beings. When invaders from deep space turned Elysia into a wasteland, the Elysians were forced to come to Eternia, seeking sanctuary.

## EMBASSY ROW

**1986** MOTU NEWSPAPER STRIPS

The series of buildings known as Embassy Row was located in Eternos, near Eternia Park. It was the home of delegates from every nation on Eternia.

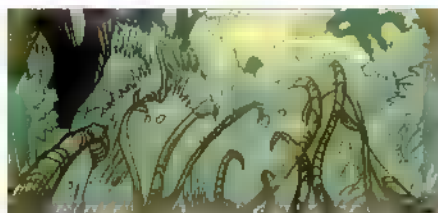
## ENCHANTED FOREST



**1983** FILMATION MOTU  
ANIMATED SERIES

Despite its beauty, the Enchanted Forest was full of tentacle-firing man-eating flowers, twisted trees, and spooky owls.

## ENCHANTED FOREST OF NORKOR



**2002 MVCREATIONS MOTU PACK-IN COMICS**  
The Enchanted Forest of Norkor was a magic jungle in which the Ancients hid the Idol of Norkor, a relic of evil magic that could enslave whole nations. The thick jungle growth could regenerate too quickly for most weapons to cut a path. In addition, the forest vines could come to life and seize intruders. Skeletor's warriors Beast Man and Trap Jaw, though obedient to their master's commands, were ensnared by the forest after he sent them in to retrieve the idol for him. Eventually only the Spin Blade weapon created by Tri-Klops and the Smash Blade weapon created by Man-At-Arms allowed Skeletor and He-Man to make their way to the idol at the center of the forest.

## ENCHANTED MOUNTAIN



**1983 GOLDEN MOTU BOOKS**  
The Enchanted Mountain was a dark mountain located on the planet of Eternia. It was the home of the magician Motta and the place where he kept his Magic Mirrors.

## ENDLESS ABYSS

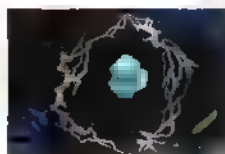
**2008 MOTU CLASSICS**  
The Endless Abyss was the bottomless chasm surrounding Castle Grayskull following King Grayskull's final battle with Hordak. The abyss led all the way to the center of Eternia, adjacent to the Crystal Chamber but with no access to the magic of the Starseed. Presumably, the giant Procrustus guarding the Starseed prevented the abyss from granting anyone access to its power.

## ENDLESS FOREST



**1986 MOTU NEWSPAPER STRIPS**  
The Endless Forest was a large Eternian woodland. Evil-Lyn once kidnapped Cringer and hid out in a cabin located in this forest.

## ENERGIZER CHAMBER



**1983 FILMATION MOTU ANIMATED SERIES**  
Located in the depths of the Royal Palace, the Energizer Chamber was a high-tech generator room with brightly colored pipes, wires, and computers. Rarely did anyone need to visit the chamber, except for every once in a while. The focal point of the room was a piece of Eternium, suspended in the air by two conduits, that powered the entire Royal Palace.

## ENOS

**1989 HE-MAN MINICOMICS**  
Enos was a moon of Primus in the Tri-Solar System and the location of an inhabited metropolis named Galactic City.



**1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES**  
Still a Priman moon in the *New Adventures* of *He-Man* animated series, Enos was also the headquarters of the Galactic Council.

**2008 MOTU CLASSICS**  
Enos, now the planet Primus's only moon, was located in the Eternian Dimension.

## ENOS PENITENTIARY

**1987 ITALIAN MAGIC BOY MAGAZINES**  
Enos Penitentiary was a prison located on Primus's moon Enos. At the conclusion of one adventure, He-Man informed Tatarus that he had "two little gifts" for Enos Penitentiary—meaning Skeletor and Lizorr.

## EQUINOS



Equios

**1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES**  
Equinos was the home planet of Sagitar and his people.

**2008 MOTU CLASSICS**  
In the Classics continuity, a world called Equios was a small pink planet located near the Tri-Solar System in the Horde Empire in the Eternian Dimension. Its similar name suggests it was meant to be Equinos, Sagitar's home.

## ERATEI MOUNTAIN



**1987 ITALIAN MAGIC BOY MAGAZINES**  
Eratei Mountain was located on the planet Primus. A volcanic eruption there in ancient times caused the destruction of the Filaxite race.

## ERONIA

**2008 MOTU CLASSICS**  
Eronia was a large planet located in the Eternian Dimension outside of Horde Empire-controlled space. Eronia appeared to be an Earth-like planet but had two orbital rings and four large moons. One of Eronia's hemispheres appeared to be engulfed in an uninhabitable inferno.

## ERRONEA

**1983 FILMATION MOTU ANIMATED SERIES**  
Erronea was an extremely dangerous planet filled with creatures, quicksand, and other perils. It was the temporary home of Count Marzo as he developed the Black Nightmare.



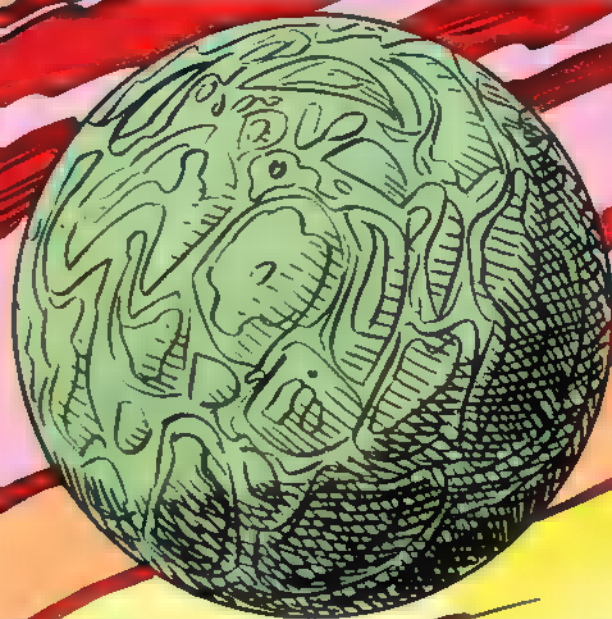
## ERRONEA CASTLE



**1983 FILMATION MOTU ANIMATED SERIES**  
Count Marzo's base of operations on Erronea was a futuristic building that was built into the side of a mountain. Erronea Castle was made of long metallic structures that connected to a central building, which itself was housed in a large glass dome. Inside the lair was a greenhouse and factory, enabling Count Marzo to produce crops of his addictive Black Nightmare plant.



# ETERNIA



## 1982 MOTU MINICOMICS

With its amalgam of magic and technology, the planet Eternia held a special place in the universe. Long ago, the Great Wars ravaged its surface, and advanced weapons and vehicles were left behind in their wake. Eldritch magic and barbarians populated the lush and rugged planet. Ferocious monsters roamed its mountains, forests, jungles, and waters. Sublime cosmic vistas and large celestial bodies hung in the skies above beautiful forests, stormy seas, lava-spewing craters, and magnificent mountains. Eternia was a dangerous place, but also one of wonders and marvels.



## 1982 DC MOTU MINICOMICS

Eternia's very essence seemed imbued with strong magic. When Skeletor attempted to drain the planet's power, the effects were immediately felt throughout Eternia, suggesting that the fiber of the planet itself was strongly tied to mystic forces. No place on Eternia embodied this fact more than the mysterious fortress of Castle Grayskull.

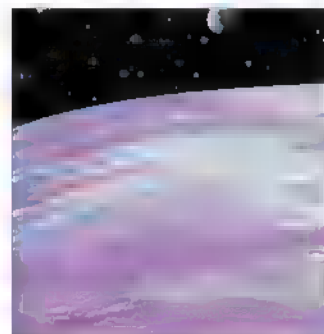
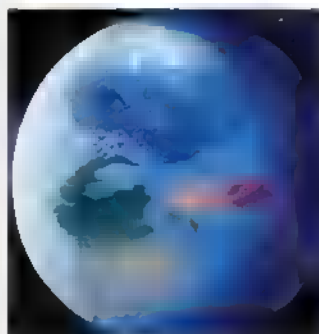
## 1982 DC MOTU COMICS

The DC comics presented Eternia, in addition to having advanced technology and limitless magic, as a world divided into various kingdoms. When Eternia's two moons were aligned with the Dark Star, the halves of the Sword of Power could be merged into one and its full power unlocked.

## 1983 FILMATION MOTU ANIMATED SERIES

The Filmation series established the existence of the Starseed at the center of Eternia, a fragment of the power which remained from the creation of the universe. The planet's surface was populated with a wide and varied number of races, including humans, Bird People, Bee People, trolls, dragons, Widgets, and countless others.

Many ancient ruins, magical artifacts, advanced technologies, and other wonders were awaiting discovery on Eternia. Some had been part of lost civilizations; others were of alien or unknown origin.



## 1983 KID STUFF MOTU RECORDS

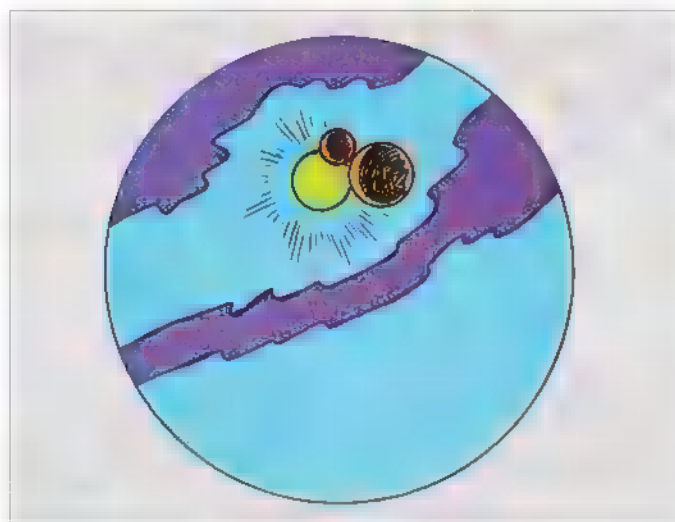
The Kid Stuff records provided a surprisingly detailed look into the breathtaking beauty and unspeakable dangers of the planet Eternia. Mammoth pines filled its Evergreen Forest; winged reptiles and other frightening creatures populated its Vine Jungle; the Sands of Time were a huge expanse of desert where long-forgotten civilizations had once thrived and then perished, buried beneath the shifting dunes; dragons expelled their fiery breath from within their caves into the misty air of the Mystic Mountains.

It was here, amid these wondrous backdrops of the planet Eternia, that the greatest battle between good and evil in the universe was playing out.

## 1983 GOLDEN MOTU BOOKS

The Golden books, Eternia was divided into Light and Dark Sides. In general, the Light Side of the planet was populated by the good people of Eternia,





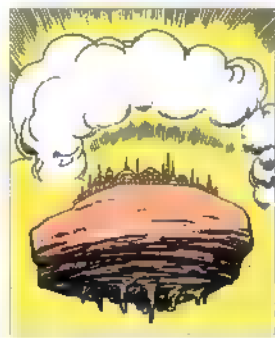
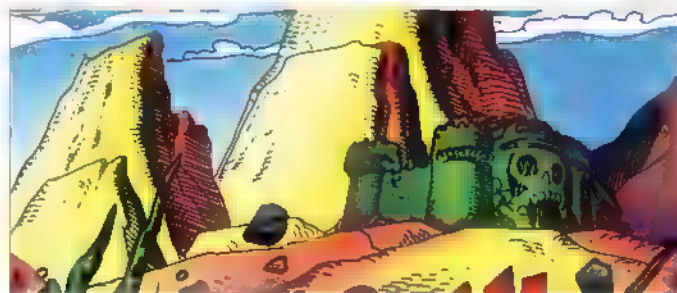
including the Heroic Warriors; the Dark Side was populated by evil creatures, including Skeletor and the Evil Warriors. The planet's division served to emphasize the duality of Eternia's magic and the conflict between good and evil.

#### 1984 GERMAN MOTU AUDIO PLAYS

Many light years away from Earth, somewhere in the depths of the universe, the planet Eternia shone in the light of a lonely sun. From afar, Eternia looked like a precious jewel, and it could indeed have been the most beautiful world in the entire universe. Eternia was a world of wonders and mysteries, its free people ruled by the benevolent King Randor. However, the planet also was the stage for the ultimate battle between good and evil, as on its ground stood Castle Grayskull. Whoever conquered Grayskull would become ruler of Eternia—and master of the universe.

#### 1984 GERMAN INTERPART-CONDOR MOTU COMICS

In an unexplored part of the universe, light years away from Earth, the planet Eternia could be found. On this world, a small kingdom of the same name was the home of the heroic Masters of the Universe. They defended Eternia and the mysterious Castle Grayskull against the evil forces of Skeletor—for whoever ruled Castle Grayskull would also be ruler of Eternia.



#### 1986 BRAZILIAN EDITORA ABRIL MOTU COMICS

Granamyr described Eternia's origins in the Brazilian Editora Abril comics. Before Eternia ever existed, there were two forces of pure energy in the universe—one created life and the other wrought destruction. The two forces fought a duel which was won by the force of life and creation. To commemorate its victory, the force of life created a world in the depths of space. This world was Eternia. A portion of the force of creation stayed within the heart of Eternia. This

very force, the power channeled by Prince Adam via Castle Grayskull, gave He-Man his amazing powers.

#### 2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

As in some other canons, the series portrayed Eternia as divided into Light and Dark Hemispheres. This was a result of Hordak casting the Spell of Separation. Deprived of light, most of the vegetation of Eternia's Dark Hemisphere died out, leaving it a barren and mostly uninhabited wasteland.

#### 2008 MOTU CLASSICS

Eternia was a large planet at the center of the Eternian Dimension, for which it was named. After the Gods of the Multiverse created the Five Dimensions, they hid their magic in the form of the Starseed at Eternia's center, guarded by the giant Procrustus. Because of the Starseed's immense power, magical energies leaked out and gave rise to many great wizards and spell casters. Eventually, Eternia's magic drew attention from the forces of evil, and the planet became a central battleground in the war between good and evil.

When He-Ro, infected by a Techno-Organic Virus by Horde Prime, fell to Eternia, Eldor saved Ro by placing him in a healing pool, inadvertently allowing the virus to be absorbed into the planet and forever linking its magic and technology.

Determined to possess the powers contained within Eternia, Hordak used his Spell of Separation to attempt to split the world asunder and retrieve the Starseed from its core. Eternia's near destruction forced the Starseed's guardian, Procrustus, to hold the planet together with his titanic strength.

#### 2016 DC HE-MAN/THUNDERCATS COMICS

The He-Man/ThunderCats crossover comic revealed that Eternia was thought by many to be the magical first planet of creation. Eternia was difficult to reach, for it was cloaked and protected by spells older than even the stars that surrounded it. It was revealed that Eternia existed in a separate dimension from Third Earth, making it especially inaccessible. Even the spirit of Jaga said that he thought the mystical planet Eternia was only a legend.

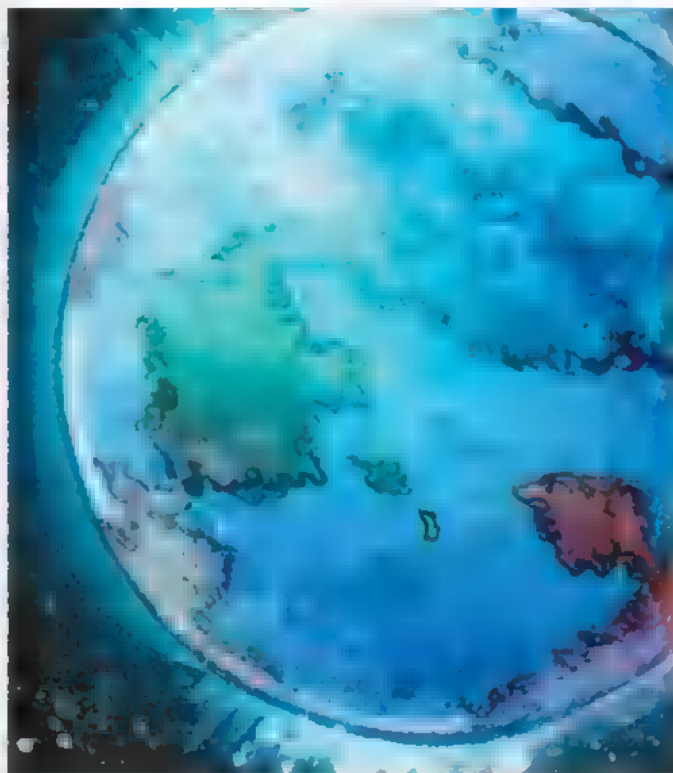


IMAGE COURTESY OF DC COMICS

#### ETERNIA PARK

#### 1986 MOTU NEWSPAPER STRIPS

Eternia Park was a large public park located in Eternos. Embassy Row was situated close to the park.

# ETERNIA TOWERS

Ultimate Battleground

The Three Towers

Central Tower  
Grayskull Tower  
Viper Tower



## 1983 MOTU MINICOMICS

The Eternia Towers were a trio of structures more ancient than even Castle Grayskull, each imbued with immense power. Central Tower, Grayskull Tower, and Viper Tower formed the Ultimate Battleground which occupied the land separating Castle Grayskull from Snake Mountain.

Eons ago, before Castle Grayskull, there stood Grayskull Tower, a symbol of goodness. There was also Viper Tower, a symbol of all that was evil. Between the two stood Central Tower, which held the power of both good and evil drawn from the other two towers. This was the ultimate power. The Ancients were afraid it would fall into the hands of their greatest enemy, King Hiss, and so they banded together and cast a great spell, sinking the towers far beneath the earth to hide them from the vile reptile king.

Knowing that the fabled towers contained the secrets of ultimate power, Skeletor and King Hiss combined their magic in the present and succeeded in raising the eldritch structures in modern-day Eternia.

The power emanating from the Eternia towers, particularly Central Tower, caused all manner of strange phenomena to take place. For instance, after the raising of the towers, the Sorceress could leave Castle Grayskull without being trapped in the form of Zoar the falcon.

The towers were filled with strange magic as well as highly advanced technology. Devices such as the Laser Blaster and the Viper-Scope could be found within them. While everything in the towers was of ancient origin, it all looked new and unused.

After the towers rose in the present day, King Hiss began to use Viper Tower as a base of operations and conducted his nefarious business from within its confines. Hordak revealed that he helped in the construction of Central Tower eons ago.

While the Eternia Towers were once thought to be a fable, they were clearly very real, and Eternia was never the same after the towers returned.

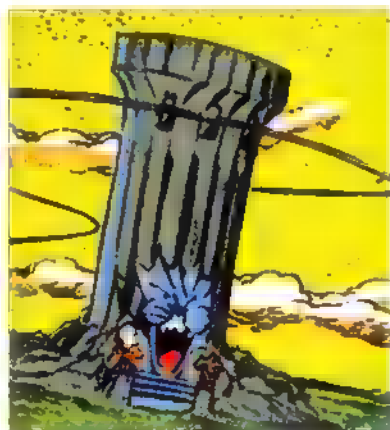
Mountain, and Eternia Tower was located at the Royal Palace and surrounded by a slimy moat.

## 2008 MOTU CLASSICS

The Three Towers were created in Eternia's ancient past to end the Great Wars as part of the Treaty of the Three Towers. The towers were located on the super-continent of Preternia, where Grayskull Tower stood in the territory of the Free People, Viper Tower stood in the Snake Men's Territory, and Central Tower stood between the four regions that also included the Dragon Territory of Darksmoke and the Horde Territory. While there was no tower in the Horde Territory, a fourth tower called Dragon Tower stood in the Territory of Darksmoke. The tramway from earlier canons connected all the towers except for Dragon Tower, despite their appearing to be located great distances apart on Preternia.

The Three Towers appeared close together during the Ultimate Battleground, a huge battle that resulted in the wizard Eldor casting a spell to submerge the towers into Subternia. The towers remained there, untouched, for thousands of years until they rose again for the Second Ultimate Battleground between an army comprising the Masters of the Universe, the Great Rebellion from Etheria, and Skeletor's Evil Warriors against the combined might of the Evil Horde, the Snake Men, and many other recruited warriors, such as the Fighting Foe Men. The Masters of the Universe were the victors, but the fate of the towers was not revealed. The Third Ultimate Battleground was fought fifteen years later, but the towers were not visible during the battle.

**TRIVIA:** In the UK comics, the name "Viper Tower" was used to refer to the entire Three Towers complex in a distinct deviation from other media, and Grayskull and Central towers were never named or treated as separate entities.



## 1986 MARVEL STAR MOTU COMICS

In the Marvel Star comics, the Three Towers of Eternia consisted of Grayskull Tower, Eternia Tower, and Snake Tower. The Three Towers were surrounded by a tramway that allowed warriors to travel by a Skyway Vehicle to destinations throughout Eternia.

Grayskull Tower was located in the proximity of Castle Grayskull, Snake Tower (with its "snake-o-scope" periscope) was close to Snake

## CENTRAL TOWER

### 1983 MOTU MINICOMICS

One of a trio of structures erected by the Ancients long ago on Eternia, Central Tower was a spire imbued with immensely powerful magic long before Castle Grayskull came into being. By simply entering the tower, one could become nearly invincible. At one point, Central Tower and the other two Eternian Towers were submerged beneath the surface and lost, but the villains Skeletor and King Hiss coveted the towers' magic and combined their own powers to raise them once more on modern Eternia. Each tower contained its own mysteries, but the secrets of time travel were contained within Central Tower. When combined with the technology of the Cosmic Key, the power of Central Tower could open gateways through time.



Central Tower had a distinctive appearance due to its blue coloration and the large lion face and claws carved into its façade. The lion's jaws and claws were actually a trap, and trespassers did well to be wary when attempting to enter Central Tower. The tower also possessed magical defenses and could cause unwanted transformations in would-be trespassers. The Evil Horde leader Hordak claimed to have helped build Central Tower, but when he entered it, planning to steal its powers, it changed him, nullifying his Hurricane Powers but ultimately granting him his new buzz-saw powers in their place.

#### 2008 MOTU CLASSICS

In Classics continuity, Central Tower was the largest of the three connected towers created after the Truce of the Three Towers temporarily ended the Great Wars on Preternia. Central Tower stood at the convergence of all four territories, possibly acting as neutral ground for the Free People, Dragons, Horde, and Snake Men who each controlled a quadrant of Preternia.

Central Tower, much like Castle Grayskull, stood over a shaft that reached all the way to Eternia's core, where it could access the power of the Starseed itself. Central Tower once more contained the magic of time travel, and when combined with Gwildor's Cosmic Key could open portals to the past or future.

All three towers were submerged and lost by the wizard Eldor at the end of the Great Wars. The spell sent the giant Megator to his doom since he had been trapped by the jaws of Central Tower during the last battle.

Five thousand years later, the towers reemerged on Eternia's surface, presaging the Second Ultimate Battleground, wherein the Masters of that time and the returning Horde and Snake Men armies again fought for the fate of Eternia and the universe. To give the Masters an advantage, the Sorceress Teela used the magic of Central Tower and the Cosmic Key to send He-Man back in time to obtain the secret to defeating the Snake Men in the coming battle.

Although He-Man succeeded and the Masters of the Universe were the victors of the Second Ultimate Battleground, Central Tower's fate was not revealed.

### GRAYSKULL TOWER

#### 1983 MOTU MINICOMICS

Eons ago there stood Grayskull Tower, a symbol of goodness and one of the towers of Eternia, a trio of structures more ancient than even Castle Grayskull. Together they composed "the Ultimate Battleground" which occupied the land separating Castle Grayskull from Snake Mountain. Grayskull Tower was a tall spire with a stairway wrapping around its outer wall and a large jail cell in its base for detaining enemies. The tower was connected to the other two Eternian Towers by an advanced monorail system. The Ancients were afraid the power of the Three Towers would fall into the hands of their greatest enemy, King Hiss, and so they banded together and cast a great spell, sinking Grayskull Tower and the others far beneath the planet's surface. Much later, King Hiss and Skeletor joined forces to raise the Three Towers again in He-Man's time, and Grayskull Tower became a base of operations for the Heroic Warriors.

#### 2008 MOTU CLASSICS

In Classics continuity, Grayskull Tower was again one of the three connected towers, but now they were created after the Truce of the Three Towers temporarily ended the Great Wars on Preternia. Grayskull Tower was built by the giant Tytus in the territory of the Free People of Preternia under the leadership of D'Vann Grayskull.

A time-traveling He-Man disguised as "the Stranger" met King Grayskull while he ruled from Grayskull Tower. When the king of Zalesia broke the terms of the treaty, the Great Wars resumed, with the prize being Central Tower and its connection to the Starseed at the center of the planet. After He-Ro died protecting King Grayskull from Hordak during the Ultimate Battleground, his friend Eldor cast a spell to submerge all three towers into Subtania to prevent any further blood from being shed over them.

All three of the towers reemerged on Eternia's surface after the Horde returned to Eternia and while the heroic Masters of the Universe were fighting

as renegades based in the enchanted underground caves of Tundaria. The towers' return was one of several signs of the oncoming Second Ultimate Battleground. Grayskull Tower became a fortress controlled by the heroic Masters of the Universe.

### VIPER TOWER

#### 1986 UK MOTU COMIC MAGAZINES

Centuries ago, during their rule of Eternia, Viper Tower was the command center of King Hiss and the Snake Men. It was a powerful fortress full of hidden traps, weapons, technology, and secret passageways. When the





Snake Men's regime was defeated by the Elders of Eternia, the Elders used their magic to sink Viper Tower far beneath the ground where it would no longer be a threat.

When King Hiss reemerged in the present day, he set his sights on recovering Viper Tower and using it as his base of operations. With the Magna-Snakes under his command, King Hiss used them to break away the ground surrounding Viper Tower, and he then used the power of the Eye of the Serpent to raise the whole structure back to Eternia's surface.

As He-Man, Extendar, and Rio Blast fought to prevent Hiss from reclaiming his ancient fortress, the snake king attempted to extend the monorails that circled Viper Tower, so he would be able to link the complex with both Castle Grayskull and Snake Mountain, thus enabling easy invasion of his enemies' bases. However, the combined might of He-Man and his friends managed to foil King Hiss's plan, and as more Heroic Warriors arrived on the scene, King Hiss and the Snake Men fled.

Viper Tower was now firmly under the control of the Heroic Warriors, and after Eternos City was destroyed by the combined forces of all three evil armies, He-Man chose to permanently relocate his warriors to Viper Tower so that the rebuilt Royal City would not be so tempting a target for the forces of evil.

He-Man and Fisto explored Viper Tower to discover its secrets, and after fending off a series of traps activated by Skeletor's invading minions Ninjor and Scare Glow, they discovered an amazing power source within the fortress. A superpowerful computer system within the tower provided a multitude of resources for He-Man and the Heroic Warriors, enabling them to receive distress calls from anywhere in the universe.

In contrast to other media, the whole army of Heroic Warriors was thereafter moved to Viper Tower, and Man-At-Arms set up his laboratory there, where Roboto linked his own circuits to the computer system in order to download all the information needed about their new base. The fortress's systems were set so that only the Heroic Warriors themselves could gain entry to Viper Tower, which proved to be a powerful base of operations for the heroes to work from, with hyperefficient defense systems and resources.

#### 1984 UK WORLD MOTU ANNUALS

Viper Tower was the evil stronghold and lair of King Hiss and his Snake Men. Within, Hiss ruled his minions from a throne of granite covered in reptile skins. Here, Viper Tower was an independent fortress belonging to King Hiss, as Central Tower and Grayskull Tower did not exist in this continuity.

#### 2008 MOTU CLASSICS

Viper Tower was one of the three connected structures created after the Truce of the Three Towers temporarily ended the Great Wars of Preternia. Erected in the Snake Territory, Viper Tower shared its name with the Snake Men leader King Hiss's Viper House. After the Spell of Separation altered Eternia's landscape, Viper Tower was situated much closer to the other two towers, which became the setting of the largest battle of the Great Wars, the Ultimate Battleground. There, King Grayskull's Masters of the Universe fought both the Evil Horde and the Snake Men in a three-way conflict. After He-Ro's death during the battle, his mentor Eldor cast a spell submerging the Three Towers into Sub-Ternia, where they remained for five thousand years.

All three of the towers reemerged on Eternia's surface after the Horde returned to Eternia and while the heroic Masters of the Universe were fighting as renegades based in the enchanted underground caves of Tundaria. The towers' return was one of several signs and portents of the oncoming Second Ultimate Battleground. During the confrontation, the heroic Masters of the Universe teamed up with the Rebels of planet Etheria and Skeletor's Evil Warriors to fight the combined armies of the Evil Horde and the Snake Men. During the battle, Viper Tower was captured by a battalion of Andreenid and Avion warriors, led by the Etherian Sweet Bee, who held the tower against a fleet of attacking Rotons. Despite their alliance, some of Skeletor's warriors fought against the Masters during the battle, including Blade, who battled He-Man at the top of Viper Tower.

Viper Tower's fate was not known after the Second Ultimate Battleground. Although a conflict fifteen years later between the Unnamed One's army and the new Masters of the Universe was dubbed the Third Ultimate Battleground, none of the Three Towers were seen at the site of the battle.

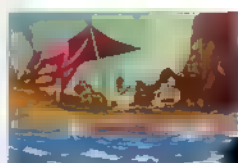
## ETERNIAN AMPHITHEATER



#### 1983 FILMATION MOTU ANIMATED SERIES

The Eternian Amphitheater was a magnificent structure outside of the Royal Palace. It was a huge circular building containing a stage with a podium and many seats. Lights allowed for performances at night, and sound systems enhanced vocal projection.

## ETERNIAN BEACH



#### 1983 FILMATION MOTU ANIMATED SERIES

There were beaches all over the planet Eternia bordering the great Eternian oceans. The Royal Family enjoyed picnics along a stretch of beach within close proximity of the Royal Palace. It was a peaceful respite until Skeletor ambushed them in a vulnerable moment. If it weren't for the skill and ingenuity of Queen Marlena, Skeletor could have easily toppled the reign of King Randor.

## ETERNIAN COAST

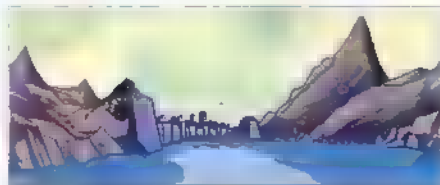


#### 1986 UK MOTU COMIC MAGAZINES

The Eternian Coast was close to the Royal Palace of Eternos City and a prime spot for fishermen. Occasionally, when not fighting evil, Prince Adam and Teela would engage in a restful boat ride along the coast.

On one occasion, the coast was attacked by Skeletor, who intended to drop gas bladders on the coast from above so that they would leak powerful sleeping gas and put the Heroic Warriors to sleep. To thwart the plot, Prince Adam arranged for cooking fires to be lit along the coast to drive the gas bladders back and cause their effects to backfire on Skeletor.

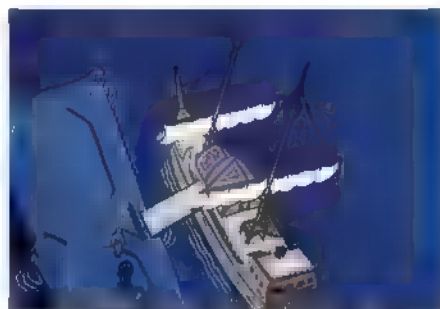
## ETERNIAN DAM



1983 FILMATION MOTU ANIMATED SERIES

Situated on the mighty Eternian Ocean, the Eternian Dam provided water to farmlands essential to sustaining King Randor's kingdom. Man-At-Arms created this engineering marvel, but the dam was not without its drawbacks. The wildlife park was closed and ships mysteriously began to disappear.

## ETERNIAN HARBOR



1983 FILMATION MOTU ANIMATED SERIES

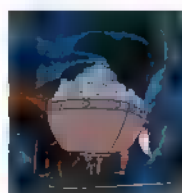
The Eternian Harbor bordered one of the great Eternian oceans and was where many trade ships berthed. One of the landmark buildings in the harbor was the lighthouse that guarded the coast and warned ships away from crashing into the rocks.

## ETERNIAN HIGHLANDS

1984 UK WORLD MOTU ANNUALS

The Eternian Highlands was a large piece of land located on the same continent as Snake Mountain and the Waterfall of Fire. The largest volcano on Eternia also resided in the highlands.

## ETERNIAN JEWEL MINE



1983 FILMATION MOTU ANIMATED SERIES

Deep below the planet Eternia's surface, the Slavemaster used slave workers to mine a vein of precious gems. The underground caverns ran for

great distances, prompting the Slavemaster to secure more slaves for his mine.

## ETERNIAN MOON

1983 FILMATION MOTU ANIMATED SERIES

One of Eternia's two moons, this unnamed moon was used by Darkdream to create a permanent eclipse of the sun, allowing him to be free of his prison and take over Eternia.

## ETERNIAN MUSEUM

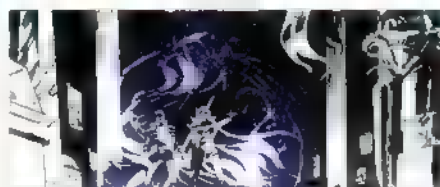


IMAGE COURTESY OF DC COMICS

2012 DC MOTU COMICS

Located in the capital city of Eternos and home to the relics of Eternia's past, the Eternian Museum housed an impressive collection of original artifacts from all eras of Eternia's history. Relics that were too powerful or too dangerous to be on public display were often replaced by replicas. Such was thought to be the case with the Eye of Chrono—one of the Eyes of Grayskull—but instead of a replica, it was the original, hidden in plain sight among all the other artifacts.

## ETERNIAN ORPHANAGE

1986 MOTU NEWSPAPER STRIPS

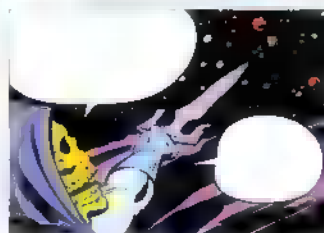
The Eternian Orphanage was the residence of the brilliant young girl Sarindy.

## ETERNIAN PLAINS

1986 UK MOTU COMIC MAGAZINES

The Eternian Plains were the stretch of land between Eternos City and Snake Mountain.

## ETERNIA'S TWIN MOONS



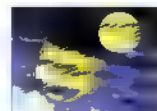
1982 DC MOTU COMICS

Eternia had two moons which, when aligned with the Dark Star, allowed the two halves of the Power Sword to be merged and the weapon's full magical potential to be unleashed.

1986 UK MOTU COMIC MAGAZINES

Eternia was orbited by the Twin Moons in the UK comic magazines as well. The rise of the Twin Moons in the skies as night fell across Eternia was a beautiful sight for all to behold.

Occasionally, the Twin Moons would block out the light from the sun in a solar eclipse or be caught in a lunar conjunction. These events altered the natural field of magic power around Eternia and could cause the powers of magical beings to be altered dramatically, while strange and sometimes surreal events could occur across the planet.



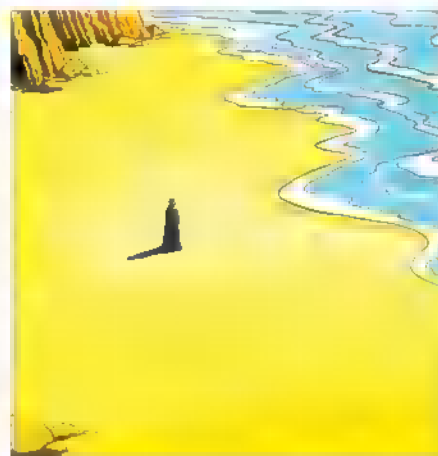
## ETERNIAN POLAR ICECAP

2008 MOTU CLASSICS

The Polar Icecap was a snowy region in the southern pole of the planet Eternia that stretched across both the Light and Dark Hemispheres.

The Polar Icecap was the location of a hidden training citadel of the Council of Elders, where the dying Sorceress trained her daughter, Teela, in the ways of magic.

## ETERNIAN SEA



1984 UK WORLD MOTU ANNUALS

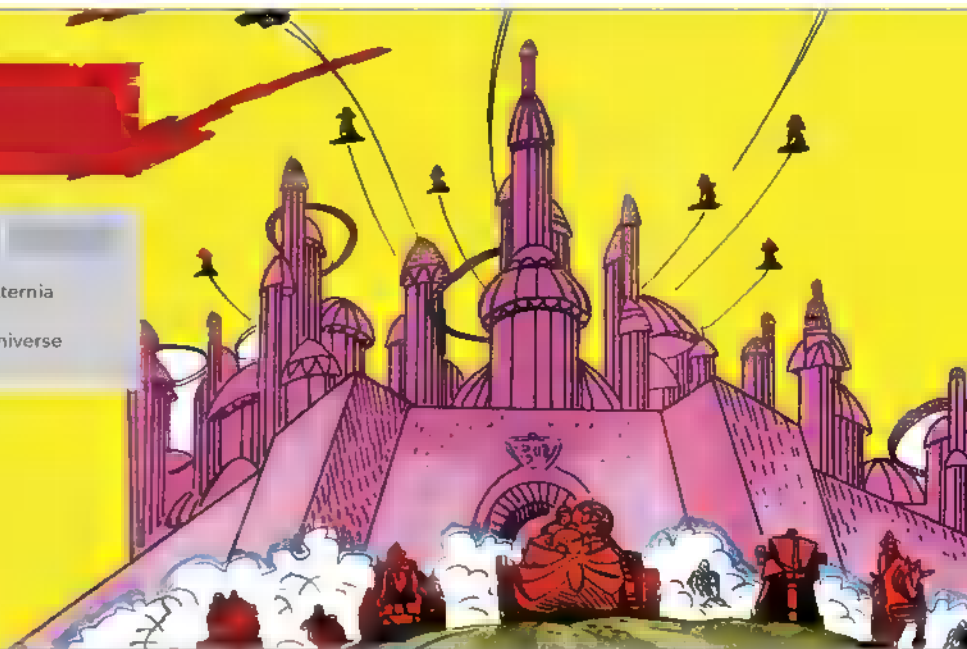
The Eternian Sea was one of the most well-known seas on the planet of Eternia. Located to the east of the Royal Palace and filled with strange and mysterious creatures, it was even said to be the home of mermaids and other fantastic races. It was also known for being one of the most abundant fishing grounds. Point Dread, the entrance to Skeletor's underwater base, protruded out from this sea. Also, deep underneath the waves was a cavern used by Mer-Man as one of his lairs, full of many dangerous sea creatures. Skeletor's great-grandfather lost the Skeletor family heirloom in the Eternian Sea when he sunk his pirate ship to the bottom of its murky depths.



# ETERNOS

Eternis  
Eternos City  
City of Eternos

Heroic Warriors  
Royal Family of Eternia  
Royal Guards  
Masters of the Universe



## 1983 FILMATION MOTU ANIMATED SERIES

In the animated series, the city of Eternos was the capital of the planet Eternia, and the seat of King Randor's power. A tiered city full of red-stone structures that blended the line between ancient and futuristic, Eternos stood upon a high plateau overlooking the Fertile Plains. The barrel-shaped Royal Palace sat slightly off center at the highest level of the city, though it was still dwarfed by many of the city's spires. Those entering the city would pass beneath an archway with a golden falcon emblem before they were greeted by the sight of a large sculpture that resembled a complex armillary sphere.

## 1983 GOLDEN MOTU BOOKS

The city of Eternos was once again the capital of Eternia in the Golden books. It was shown to be a vast city full of establishments and marketplace vendors, as well as homes.

## 1984 GERMAN MOTU AUDIO PLAYS

In the German audio plays, the capital of Eternia was named Eternis and was populated by peaceful citizens and protected by large walls. Within its center stood the Royal Palace, home to King Randor and the Royal Family. Most of the Masters of the Universe were living inside Eternis, protecting it against the forces of evil. Skeletor successfully invaded and conquered the city several times, but He-Man always managed to defeat and expel the Lord of Evil.



## 1984 GERMAN INTERPART-CONDOR MOTU COMICS

Still called Eternis, the city was also identified as the home of the heroic Masters

of the Universe, although Eternis had always been the home of He-Man's secret identity Prince Adam, as well as Man-At-Arms and Teela.

## 1986 UK MOTU COMIC MAGAZINES

Eternos was the home of the Heroic Warriors in the UK comic magazines, and as a result it was the constant target of relentless attacks by the forces of evil. When He-Man was lured away from Eternia and stranded on the planet Teekay by a scheme of Skeletor, Hordak, and King Hiss, Eternos City was attacked by all three of the evil armies of Eternia at once. Without He-Man to defend them, even the whole army of Heroic Warriors could not withstand the might of the three evil armies, and Eternos City was destroyed, along with much of the palace. When He-Man returned to Eternia, the villains fled but left Eternos City completely devastated. With the help of a race of skilled builders and architects from the planet Teekay, He-Man and the Heroic Warriors rebuilt Eternos as an even more beautiful and resplendent city than before, with stronger defenses. Knowing that the city had been attacked in the past largely because of the Heroic Warriors' residence there, He-Man chose to move his army to Viper Tower, to work from a new base and reduce the risk to Eternos.

## 1986 MOTU NEWSPAPER STRIPS

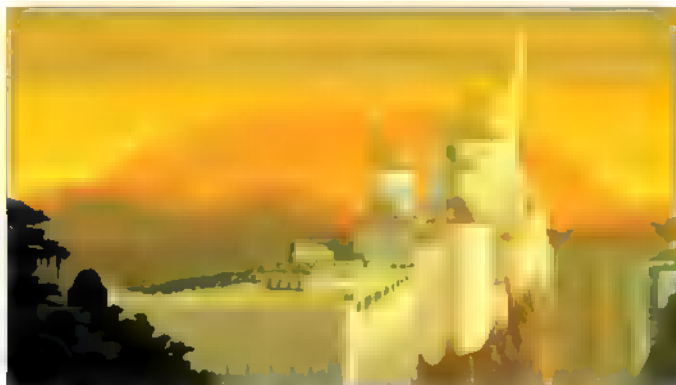
The Marketplace of Eternos was located inside the city in the newspaper comic strips. The marketplace was a cross between a medieval town square and a futuristic mall. Simple stalls and elaborate storefronts dotted the bustling promenade. The mischievous shopkeeper Carra ran his Magic Emporium in the Marketplace of Eternos.



## 2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

As in many other canons, the Mike Young Productions cartoon established Eternos as the location of the Royal Palace and the Royal Family. Eternos





retained its importance as a setting, but its design was changed from the red stone structures in *Filmation* to mostly gold-domed white towers in the 2002 animated series.

## 2012 DC MOTU COMICS

In the 2012 DC comics, Eternos was still the Eternian capital as well as home to many affluent Eternian citizens, but it was also the target of the invading Horde army with their advanced technology. While He-Man was able to free the city right before the Fright Zone infiltrated it, Eternos was devastated and would never be the city it had been in his youth. Despite it being little more than a shell, Eternos remained symbolic to the Eternian people, and from its remains Adam and the Masters plotted to take down Hordak and his Evil Horde.

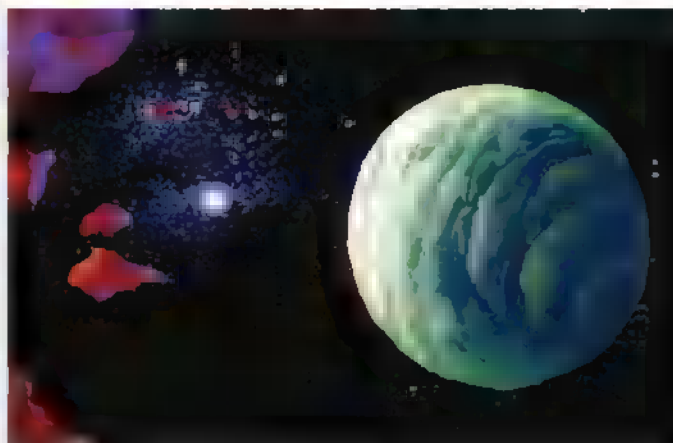


IMAGE COURTESY OF DC COMICS

TRIVIA: Depending on its use, "Eternos" may refer to both the city of Eternos and the surrounding kingdom of Eternos.



## ETHERIA



## 1985 FILMATION POP ANIMATED SERIES

Etheria was the lushly forested sister planet of Eternia, located in another dimension. It was conquered long ago and primarily ruled by the Evil Horde, commanded by Hordak and supported by legions of robotic Horde Troopers. Only the magic of the Whispering Woods could provide safety to the Great Rebellion from the Horde's tyranny. A small number of kingdoms remained free on Etheria, including the kingdom of Bright Moon.

There were many mystical locations across the planet, including the Whispering Woods, Skydancer Mountain, the Valley of the Lost, and the Fright Zone. Many races inhabited its vast and varied terrains. Among these were humans, Twiggets, Merfolk, Bibbets, and countless others.

Etheria had been founded long ago by its original guardians, the First Ones, whose knowledge lived on in the mystic fortress Crystal Castle on Skydancer Mountain. At the center of the planet, inside a cavernous abyss, the Giant Magical Clock was guarded by gargoyle-like creatures. Only one with tremendous magical prowess could approach the clock.

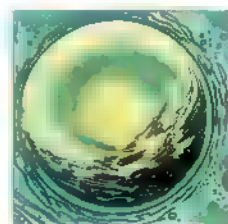
Like Eternia, Etheria had two moons, one blue and the other green.

## 1985 POP MINICOMICS

With its magnificent vistas, colorful forests, and captivating waterfalls, the planet Etheria was clearly a magical place. Existing in a dimension separate from Eternia, Etheria was in some ways a reflection of its sister planet. Just as the ominous Castle Grayskull stood as a heroic fortress of wonders on Eternia, so too did the mystical Crystal Castle offer refuge to Etheria's champions.

## 1986 UK POP COMIC MAGAZINES

The UK comics elaborated further that Etheria was peaceful until the Horde invasion. Although there were many evil creatures that roamed Etheria and dangerous lands within the planet, there were also many beautiful and peaceful places, and Etheria was full of magical beings and powerful creatures who pledged their allegiance to the Rebellion and helped She-Ra and her friends fight to rid Etheria of the Horde.

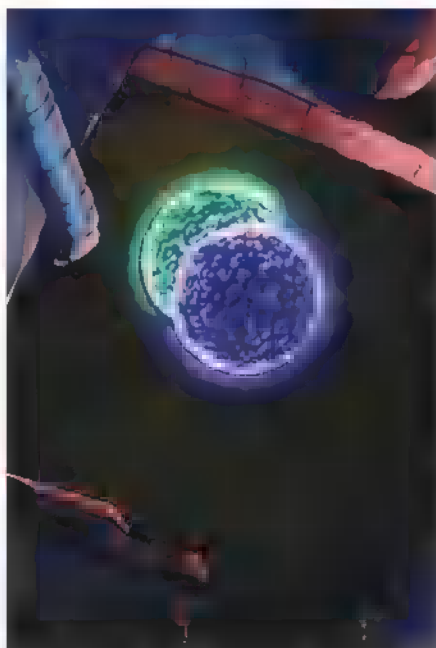


## 2008 MOTU CLASSICS

The Classics canon presented a completely new backstory for Etheria. An inhabited planet, Etheria was located in the Dimension of Despondos. After Lord Ry'Gus Hope gave up his physical form, he became a powerful, non-corporeal being, serving the Overlords of Trolla. The Overlords sent him to Despondos to bring relief to the Dark Dimension's innocent inhabitants. He settled on the small planet of Etheria and transformed it into a paradise. Light Hope built his fortress, the Crystal Castle, making it a symbol to protect the magical world from evil.



## ETHERIAN MOONS



## 1985 FILMATION POP ANIMATED SERIES

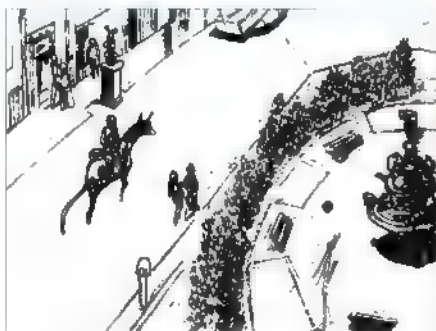
When Etheria's two moons aligned once a year, the legendary Moon Mirror could be used to create a bridge between universes. One of the moons glowed blue in the sky, while the other glowed green.

## ETHERIAN POLAR ICECAP

## 2008 MOTU CLASSICS

The Polar Icecap of Etheria was located on the planet's southern pole and appeared to be free of Horde occupation, possibly because it contained no vital resources or inhabitable territory to interest them.

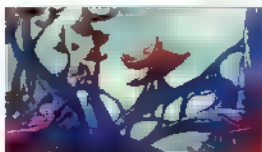
## ETTLAIN



## 1986 MOTU NEWSPAPER STRIPS

Ettlain was a peaceful town in the heart of present-day Eternia. The town was once attacked by the ruthless pirate and Evil Warrior known as Blade.

## EVERGREEN FOREST



## 1983 FILMATION MOTU ANIMATED SERIES

The majestic Evergreen Forest was home to lush and colorful flora on the planet Eternia. Its tall, thin trees grew in strange patterns with full, leafy tips. The forest was home to diverse wildlife, and within its borders was the mysterious Castle Grayskull. The Evergreen Forest bordered the Fertile Plains to the south and the Vine Jungle to the north.

## 1983 GOLDEN MOTU BOOKS

The Evergreen Forest was the largest, most well-known forest on the Light Side of Eternia. The forest was a vast, mostly unexplored and uncharted country of towering trees, giant ferns, and lush undergrowth teeming with game animals, as well as unwholesome creatures. The Evergreen Forest shielded the most mysterious secret on all Eternia, a secret which eventually needed to be divulged if the planet would survive: Castle Grayskull. This forest was the home of Moss Man, a member of the Heroic Warriors.

## 1983 LADYBIRD MOTU BOOKS

The Evergreen Forest was inhabited by some of the most dangerous creatures on Eternia, including Wyverns, Harpies, griffins, and many others. The forest was also known for its river, known as the River of Doom.



## 1984 UK WORLD MOTU ANNUALS

In the World annuals, the Evergreen Forest was the home of the Heroic Warrior Moss Man.

## 1984 GERMAN MOTU AUDIO PLAYS

The Evergreen Forest was an area filled with towering trees that hardly let any light hit the ground. As in previous depictions, the forest was completely unexplored and said to be potentially dangerous for lonely trespassers. It was populated with many animals, such as wolves and bears, as well as unknown creatures, such as the mighty mage Ofta. The Evergreen Forest bore a secret that, according to the Spirit of Grayskull, would need to be solved one day if Eternia was to be saved.

## 2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The Evergreen Forest stretched over a vast and mostly unexplored country in Eternia's Light Hemisphere. It was the location of the Royal Palace of Eternos, King Randor's seat of power in the human kingdom of Eternia, and of Castle Grayskull. It was inhabited by large red dragons, some of which made their homes in caves dotting the forest's landscape. It was also the home of Moss Man, an avatar of nature who kept the villain Evilseed imprisoned deep under the forest's soil. Eternia's defenders and the forces of evil fought in the forest numerous times in the cartoon series, often following assaults launched against the palace and castle by Skeletor and King Hiss in their plots to conquer Eternia.

## 2008 MOTU CLASSICS

The Evergreen Forest was a large forest north of Castle Grayskull and south of the savage Vine Jungle in the planet Eternia's Light Hemisphere.

## EVIL-LYN'S CASTLE

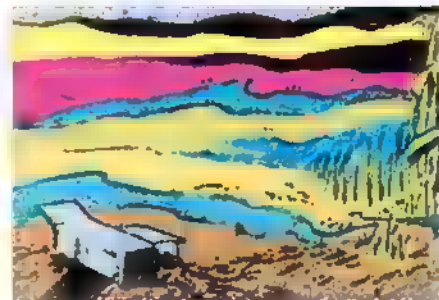


IMAGE COURTESY OF DC COMICS

## 2012 DC MOTU COMICS

Evil-Lyn's castle, located on a volcanic island in the Harmony Sea, was where she hosted horrible games in the Cauldron of Doom during Skeletor's Memory Manipulation Spell.

## EVIL-LYN'S DEMESNE



## 1986 MOTU NEWSPAPER STRIPS

Evil-Lyn's personal quarters was an edifice located very near to Snake Mountain.



## EV-TOWN

1986 UK MOTU COMIC MAGAZINES

Ev-Town was a village where children often engaged in kickball matches with the children from the neighboring village Elves-Pool. Ev-Town's star striker among the young players was a teenage girl named Nikkol. On one occasion a match between the two teams was disrupted by Skeletor's minion Spikor, whom Nikkol helped to beat with her trademark "Nikkol Hotshot."

TRIVIA: Elves-Pool and Ev-Town may have been named in homage to real-life neighboring British football clubs Liverpool and Everton.

## EV-VAN



1986 UK MOTU COMIC MAGAZINES

The small coastal village of Ev-Van was devastated by a tidal wave which destroyed most of the villagers' possessions. To help them recover from the tragedy, King Randor sent Orko to entertain the children of the village with a magic show. However, one of Orko's spells went wrong, and he inadvertently caused a disruption when he turned a lifeless sand model into a real monster. He-Man and Orko managed to dissolve the monster with a magic rainstorm, and Orko resumed the magic show.

## EYE OF ZAHRKAIN

## OTHER NAMES

Eye of Zarcain

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The Eye of Zahrkain was a cave in the Mystic Mountains that provided a passageway to the city of Avion, home of the Avionians. Prince Adam and Stratos were ambushed at the Eye of Zahrkain by Trap Jaw and Clawful. Later in the series, Stratos was attacked again while passing through the cave, caught in a giant trap spun by Webster.

2008 MOTU CLASSICS

In the Classics continuity, the Eye of Zarcain served the same purpose as a large, eye-shaped opening in the Mystic Mountains.

## FACTORY OF FEAR

1985 GOLDEN POP BOOKS

Catra's Factory of Fear was built beside the Singing River and was intended to create robot doubles of members of the Great Rebellion. It was destroyed when the double of Madame Razz sacrificed herself by throwing her body into the gears of the factory.

## FALCON VILLAGE

1986 UK MOTU COMIC MAGAZINES

King Randor sent Prince Adam to the Falcon Village to entertain the children by reading stories from Queen Marlena's book of Earth fairy tales.

## FALLEEN

2006 MOTU CLASSICS

Falleen was a small ringed and oval-shaped planet inside space controlled by the Horde Empire in the Eternian Dimension.

## FANTUS TRIBE VILLAGE



1983 FILMATION

MOTU ANIMATED SERIES  
The village of the Fantus Tribe of Chief Merlo was located within the Vine Jungle and was the home of Merlo's daughter Princess Podi and his people.

## FAR WESTLAND



1986 MOTU NEWSPAPER STRIPS

The Far Westland was a barren corner of Randor's kingdom. It was a semi-arid location dotted with cactus-like plants and a great deal of open space. Far Westland was rimmed by mountains at the edge of a desert. An outpost of Royal Guards was stationed there.

## FAR WESTLAND OUTPOST



1986 MOTU NEWSPAPER STRIPS

In the plains of Eternia's Far Westland lay an outpost of Royal Eternian Guards. Lieutenant Dian was the troop leader stationed there, and numerous mines were located nearby.

## FARM



1985 FILMATION POP ANIMATED SERIES

An Ethernian farm whose owners sympathized with the Great Rebellion grew grain until the Horde came to take it.

## FARMER PETRO'S FARM



1985 FILMATION POP ANIMATED SERIES

The beautiful farm of Farmer Petro had several buildings, including his family's home, a windmill, stables, and other small structures. The farm was also home to a well and large green pastures where dairy cows dwelled in fenced areas.



## FARMLANDS OF MYSTIC VALLEY



**1983** GOLDEN MOTU BOOKS

The Farmlands of Mystic Valley were an abundantly fertile land located near the Mystic Mountains. Ar-Bor and the farmers who tended the farmlands were plagued by a rivalry with the neighboring fishing village ruled by Ramjah and located

along the River of Rain. Skeletor diverted the River of Rain to flood the farmlands, antagonizing the two groups and setting them against each other. With He-Man and his allies' help, the two villages put aside their dispute and came together to redirect the river and replant the farmlands.

## FELIS FOLIA

**2002** MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

Felis Folia, one of the Qadian people's settlements, was located on a cliff and nestled among the tall, lush trees of the Evergreen Forest. It was protected by a fence dotted with raised watchtowers that stretched around a gathering of huts. The village was decorated with large wooden carvings similar in appearance to tiki masks. King Hiss assaulted the settlement in order to gain access to the Ophidian Spire, an ancient structure capable of spreading the power of the Serpent's Ring across Eternia. Chief Carnivus and his villagers fell prey to the Serpent's Ring, which transformed them into new Snake Men under Hiss's control. He-Man rescued the Qadians and the Masters who had been transformed by hurling the spire into space along with the ring, reverting everyone back to their original forms.

## FELIS QADI



**2002** MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

Felis Qadi was a village situated on tall, craggy cliffs among misty jungle mountains somewhere in Eternia's Light Hemisphere. Inhabited by a race of Cat People known as the Qadians, the village was dotted with raised huts and wooden bridges leading up to a promontory that featured a long, wide stairway and giant sculptures similar in appearance to tiki masks. The village was visited by Prince Adam and Teela, who negotiated an alliance with the Qadian leader, Chief Carnivus. The village was later attacked by the Evil Warriors, who summoned a swarm of Arthros to aid them in laying waste to the Qadians' home. The Masters of the Universe came to the Qadians' rescue, but not before the village sustained extensive damage.

**2008** MOTU CLASSICS

In Classics, the village was still the home of Chief Carnivus and his Cat People, but it was described as a treetop village.

## FELLWICK VILLAGE



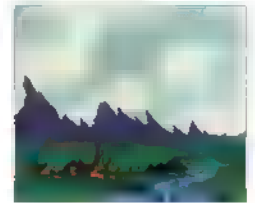
**1986** UK POP COMIC MAGAZINES

Fellwick Village was the home of Madame Razz's friend Grandma Bella, from whom she obtained various recipes. When Adora went to Fellwick to collect a recipe from Grandma Bella, the Rebels were attacked by Catra and Grizzlor using a weather helmet.

## FERTILE PLAINS

**1983** FILMATION MOTU ANIMATED SERIES

The vast plains surrounding the Royal Palace and the city of Eternos were known as the Fertile Plains. This breadbasket of Eternia was lush and green and home to many small farmers making their living off the land. It was as scenic as it was fruitful and provided a beautiful view from Eternos and the Royal Palace.



**1985** FILMATION POP ANIMATED SERIES

The Fertile Plains provided an ideal training ground for He-Man and Man-At-Arms because of its vast open area.

## FETID POOL



**1985** FILMATION POP ANIMATED SERIES

The Fetid Pool was on the outskirts of the Fright Zone on Etheria. The Horde used it as a dumping ground for broken vehicles, boiling tar, and bizarre animals; the Fetid Pool was not a place for the faint of heart.

## FETRA IV

**2008** MOTU CLASSICS

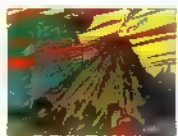
Fetra IV was the site of a battle involving the Galactic Protectors and the Space Mutants in the Tri-Solar System. Both sides sustained heavy losses, enough to convince them to call a truce and join forces to fight the Horde Empire.

## FILIBRIA

**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Filibria was the home planet of the Filibrians, great inventors and the creators of the Geneticator. The Filibrians spoke in a strange alien language that had to be deciphered by translators.

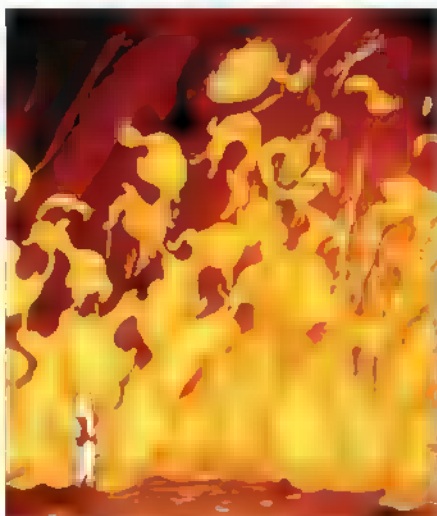
## FIRE MOUNTAIN



**1987 GERMAN EHAPA MOTU COMICS**

Fire Mountain stood within a dry area known as the Sea of Rocks. ■ contained a maze-like system of caves, and deep inside, protected by lava, rested the Tronyx. As Hordak and King Hiss used ■ drilling machine to reach the Stone of Life, Fire Mountain exploded in ■ gigantic eruption which made the Tronyx unreachable forever.

## FIRST ONES' UNDERGROUND KINGDOM



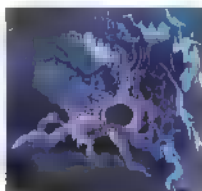
**1985 FILMATION POP ANIMATED SERIES**

Reaching the underground kingdom of the First Ones required taking on many challenges throughout the Ethernian underworld. To reach the First Ones, Adora had to scale Skydancer Mountain and gain entry into the Crystal Castle. Then, with the help of Light Hope, she entered the Jaws of Darkness and passed through a vast maze ending with the Forbidden Corner. Only after successfully conquering these obstacles could she finally enter the Cavern of Fire and behold the First Ones face to face.

## FISTO'S FOREST

**1983 FILMATION MOTU ANIMATED SERIES**

Deep within the Evergreen Forest, an evil Fisto controlled an area known as Fisto's Forest after Skeletor imprisoned the Elf Lord there. Fisto used his section of the forest to redirect rivers, thus tormenting farmers downstream, and capturing villagers ■ order to obtain power.



## FIVE DIMENSIONS

**2008 MOTU CLASSICS**

In the Classics continuity, the Five Dimensions were the primary existential planes of the multiverse that were affected, or possibly created, when Standor and the gods released their creative power as a great wave. The Overlords of the Timeless Dimension concerned themselves with the balance of good and evil in the Five Dimensions and worried that the rise of the Horde had tipped the balance ■ the favor of evil. Some of Skeletor's Evil Warriors were also summoned from across the Five Dimensions by magic. After they had created the Five Dimensions, the gods hid all of their magic deep within the core of the planet Eternia, in the center of the dimension that shared its name.

The Five Dimensions included the Timeless Dimension, the Dimension of Eternia (also known as the Ethernian Dimension), the Dimension of Infinita, the Dimension of Despondos (also called the Dark Dimension or the Terrible Dimension), and the Nameless Dimension.

## FLIGHT SIMULATOR



**1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES**

The Flight Simulator was ■ device used by Captain Hydron and Lieutenant Flipshot to practice space flight and combat situations. It was a small box with a view screen and controls resembling a video game.

## FLORANIA

**1986 UK MOTU COMIC MAGAZINES**

Florania was a gigantic jungle world in the same galaxy as Eternia. It was inhabited by the Moss People, whose power of camouflage and ability to mentally control plants enabled them to hide and defend themselves from the monstrous dinosaurs that preyed upon them.

Florania was a place of peace until it was invaded by Horde Prime's forces. Much of the plant life was destroyed by the Horde, leaving the Moss People without their jungle cover. Now easy victims for the ferocious dinosaurs, the Moss People

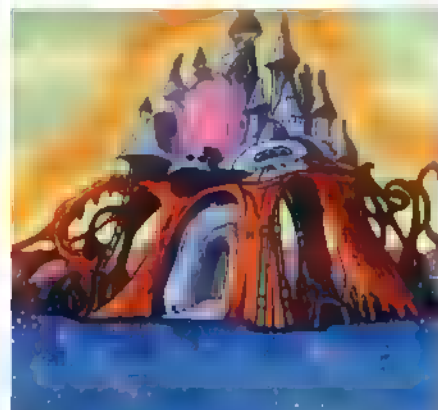
were reduced to poor travelers, desperate for food and shelter in their now-ravaged world.

When a ship from the Horde fleet accidentally crashed on Florania, a young and brave teenaged Moss Man investigated the wreckage and found himself beamed onboard the Horde Mother Ship with the rest of the wreckage. Using his strength to overpower the Hordesmen, Moss Man wound up on Eternia, where he would join the Heroic Warriors and fight against the Horde to avenge what they did to his home world.

**2008 MOTU CLASSICS**

Florania was a green and yellow planet located in the Ethernian Dimension outside of Horde-controlled space. Florania had two large moons and was close to the planet Earth.

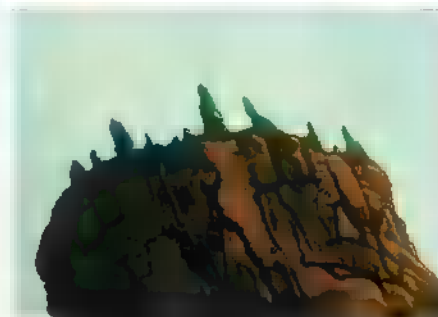
## FLOTSAM PRISON



**1985 FILMATION POP ANIMATED SERIES**

On the planet Trolla, Flotsam Prison was located in the middle of the Sing-Song Sea. The prison was ■ sort of island with ■ fortress held above the water by columns that resembled tree trunks. A counter-magic shield surrounded the prison, preventing inmates from using their magic to escape.

## FLOWER MOUNTAIN



**1985 FILMATION POP ANIMATED SERIES**

Flower Mountain was celebrated with the Day of the Flowers. Flowers of all sorts wound their way around an arc of Romanesque columns, trees, and fountains surrounding the picturesque mountain.



## FOE CASTLE

2008 MOTU CLASSICS

Foe Castle was a small two-towered castle located inside the territory of the Free People on the supercontinent of Preternia. The castle was situated between the Mountains of Gnarl, which formed the border with the Snake Territory, and the Valley of Gnarl.

## FOG ZONE

1984 UK WORLD MOTU ANNUALS

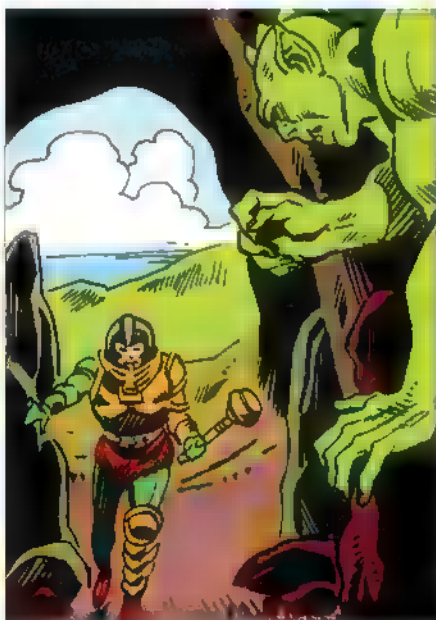
The Fog Zone was located in the northern zone on the planet of Denebria, which was constantly covered in fog. It was known to be the domain of the evil Galactic Mutant Optikk.

## FOODAR

2008 MOTU CLASSICS

Foodar was the kingdom of Geldor in the Dark Hemisphere of the planet Eternia. Geldor attacked surrounding kingdoms, including Vaderia, in order to find the Secret Liquid of Life and achieve immortality. Geldor ruled Foodar from his fortress on Ogre Mountain.

## FORBIDDEN CAVERNS



1983 GOLDEN MOTU BOOKS

The Forbidden Caverns were located near one of the many seas of Eternia. The caverns were one of the possible locations of the Dragon's Egg. Whiplash and Man-At-Arms fought each other in the caverns.

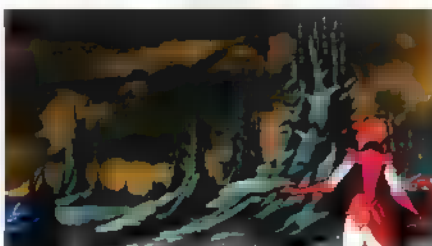
## FORBIDDEN CORNER

1985 FILMATION POP ANIMATED SERIES

In the Etherian underworld, beyond a great maze was the Forbidden Corner. Guarded by falling stalactites, the Forbidden Corner was the entrance to the Cavern of Fire, the home of the First Ones.



## FORBIDDEN ZONE



1985 FILMATION POP ANIMATED SERIES

The Forbidden Zone was a mysterious region shrouded in fog. Locked beneath the ground of the Forbidden Zone was an awful spirit known as "the Evil." When Scorpia released the Evil, lava and flame erupted from the ground.

## FOREST OF DOOM

1986 UK MOTU COMIC MAGAZINES

The Forest of Doom was the site of He-Man's battle with a powerful Super-Trooper created by Hordak.

## FOREST OF FEAR



1985 LADYBIRD MOTU BOOKS

The Forest of Fear was located near or on the wreckage-strewn territory of the Fright Zone on Etheria. The forest may have been the home of Shadow Weaver.

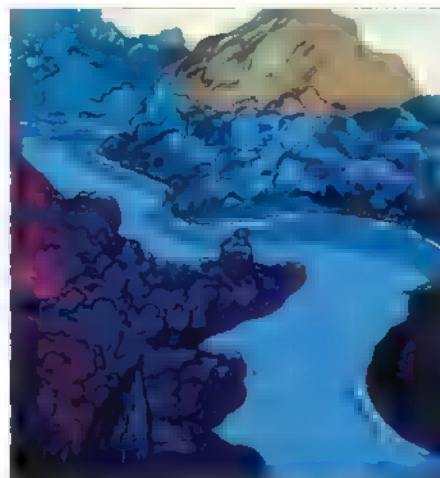
1983 LADYBIRD POP BOOKS

In the Ladybird books, the Forest of Fear was confirmed to be the home of the witch of darkness, Shadow Weaver. It was the darkest, evildest forest on the planet of Etheria, filled with gnarled and twisted trees that were themselves evil to the core.

1986 UK POP COMIC MAGAZINES

The Forest of Fear was the location of Shadow Weaver's lair, Horror Hall, in the UK comic magazines. Catra also had a lair within the forest.

## FOREST OF FREEDOM



1985 FILMATION POP ANIMATED SERIES

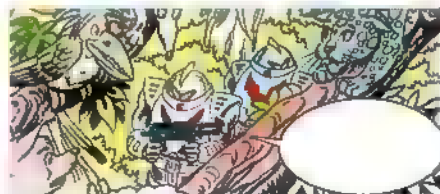
The breathtakingly beautiful Forest of Freedom was a place of mystery on Etheria. When the animals suddenly began to disappear, Bow, Adora, and Kowl investigated and discovered that the Horde agent Vultak had been stealing them for Hordak.

## FOREST OF ROCKS

1986 UK MOTU COMIC MAGAZINES

A visitor from the Forest of Rocks arrived at the Royal Palace to present a gift to Queen Marlena in gratitude for her own gifts of food given the previous year to save the forest's inhabitants from starvation. The visitor's account confused Prince Adam, who did not recall a famine occurring in the Forest of Rocks. His confusion was explained when the visitor turned out to be Skeletor in disguise, and his gift, a magic crystal, proved to be a trap that turned Marlena to stone.

## FOREST OF STORMS



1986 UK POP COMIC MAGAZINES

The Forest of Storms was home to a host of peaceful animals who loved She-Ra. When Hordak captured Kowl and pressured him to reveal where She-Ra's supporters were hiding, Kowl told him they were in the Forest of Storms. Kowl did not reveal that he actually meant She-Ra's animal friends who lived there rather than her Rebel supporters. As a result, the Horde Troopers searched the dangerous forest for the Rebels in vain.

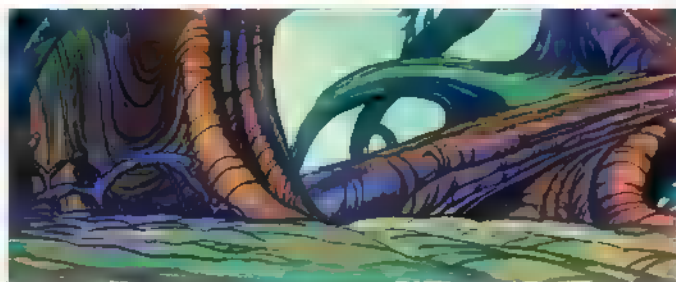


## FOREST OF WIND

1984 UK WORLD MOTU ANNUALS

The Forest of Wind was the location of Castle Grayskull. It was in this forest that Prince Adam first discovered the castle and learned to wield the power of the Elders and the Sword of Power to become Eternia's hero, He-Man.

## FORGOTTEN FOREST



1983 FILMATION MOTU ANIMATED SERIES

Like the Evergreen Forest, the Forgotten Forest featured twisted trees and branches and was home to the legendary Skytree, who was protected by Tullamore and his Timber Wolves.

## FORGOTTEN JUNGLE

1983 GOLDEN MOTU BOOKS

The Forgotten Jungle was a jungle region located on the planet of Eternia.

## FORGOTTEN TIME CORRIDORS



1983 LADYBIRD MOTU BOOKS

The Forgotten Time Corridors were hidden locations on Eternia that were once used by the ancient Eternians to travel through time as easily as traveling across the land. Over time, the locations of the corridors were lost, along with the secret of time travel.

Skeletor and Evil-Lyn discovered one of these Forgotten Time Corridors in the Sands of Time. Skeletor's ultimate goal was to recruit warriors from the past, but when he traveled back in time with Evil-Lyn and Beast Man, the three got more than they bargained for when the all-powerful Warlord captured them. Their freedom depended on Beast Man defeating a manticore in the Warlord's Arena of Sport. When Beast Man was victorious, the Warlord kept his promise to release the three villains, who quickly used the Forgotten Time Corridor to return to their own time just as the Warlord changed his mind.

## FORTRESS IN THE SANDS



1983 FILMATION MOTU ANIMATED SERIES

Located in the Sands of Time, the Fortress in the Sands was an outpost operated by the Eternians and equipped with large laser cannons.

## FORTRESS OF FEAR

1986 UK MOTU COMIC MAGAZINES

The Fortress of Fear was a compound which He-Man tried to enter. To gain entry, he first had to solve a puzzle on the door.

## FORTRESS OF THE KOTANIAN SCIENTIST

1984 GERMAN MOTU AUDIO PLAYS

The Fortress of the Kotanian Scientist was a magical castle that existed in Eternia's distant past. It floated above the ground and seemed to be populated by invisible ghosts. The entrance was blocked by a pane of living glass that felt soft but could only be broken by the power of He-Man's sword. The fortress's construction was based on mathematical rules completely different from normal building conventions. Its rooms were constructed to tell a hidden message of life and death. Within the fortress, the daughter of Man-E-Faces was imprisoned inside of a time funnel. When He-Man, Man-At-Arms, Battle Cat, and Man-E-Faces traveled to the past, they entered the fortress. After He-Man freed Man-E-Faces' daughter, the fortress collapsed completely.



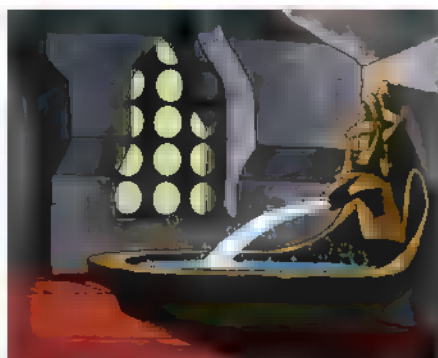
## FOUNTAIN OF FREEDOM



1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Fountain of Freedom was the centerpiece of the floating city of Levitan. It was a large sculpture which represented all the values that Primus stood for. Skeletor once destroyed the fountain to emphasize his distaste for the concept of freedom, but it was rebuilt after He-Man freed the city from Skeletor's occupation.

## FOUNTAIN OF LIFE



### 1983 FILMATION MOTU ANIMATED SERIES

Located within the city of Aridan, the magical waters of the Fountain of Life were said to have great properties. By drinking the fountain's water, an individual could attain immense power. The Fountain of Life had a strong connection ■ Aridan: as long as the waters flowed, the city and its people would remain healthy. The wizard Malek was the guardian of the fountain.

## FOUNTAIN OF LIFE TEMPLE



**1983 FILMATION MOTU ANIMATED SERIES**  
A beautiful large building residing in the city of Aridan, the Fountain of Life Temple stood at the end of the town square.

It was large and elaborate, with huge, circular pillars. The temple housed the Fountain of Life, which was guarded at all times.

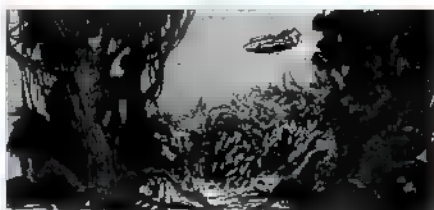
## FOUNTAINS OF ENOS



### 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The fountains of the Priman moon of Enos contained water with healing properties. The water from the fountains formed the antidote to the fear gas Skeletor had unleashed upon Primus.

## FRAGMENTED FOREST

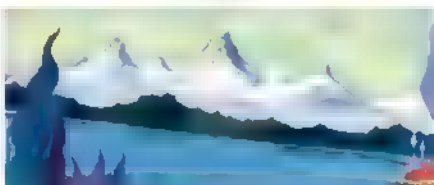


### Fractured Forest

### 1986 MOTU NEWSPAPER STRIPS

The Fragmented Forest, also known as the Fractured Forest, was a dangerous wooded area just outside of the kingdom of Rondale. The forest was filled with all manner of terrible, aggressive creatures.

## FREEZING MOUNTAINS



### 1985 FILMATION POP ANIMATED SERIES

The Freezing Mountains were a high-peaked mountain range in Etheria's polar region. Home to polar beasts, the hostile, freezing environment was the final barrier to the Valley of the Lost.

## FREEDOM CASTLE

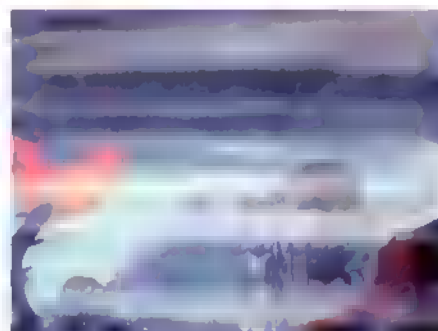


**1986 UK POP COMIC MAGAZINES**  
Freedom Castle was one of the many ancient fortresses built by the Guardians of Etheria, an elfin race who once ruled

over the planet. However, the guardians mysteriously vanished, and Freedom Castle was passed from owner to owner, none of whom stayed for long because the guardians' spirits were said to haunt its corridors.

Exploring Freedom Castle, Madame Razz was amazed to find herself face to face with the Guardians of Etheria. At first she thought the legends that the spirits haunted the castle were true, but ■ turned out that as Freedom Castle was built on a site of magical power, the building had mystically recorded everything that happened within its walls. As a result, anyone of ■ magical nature like herself would see recordings of the Guardians of Etheria within the castle.

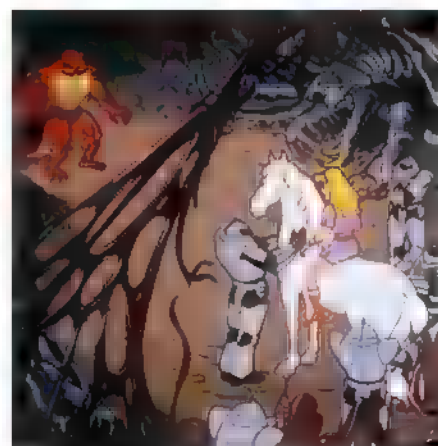
## FREON



### 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Freon was an unexplored area on Denebria where even the Space Mutants feared to tread. It was a grim, foggy marsh inhabited by a group of Mutants who had once been Primans, but over time the atmosphere of Freon had caused them to mutate like other inhabitants of Denebria.

## FRIGHT FOREST

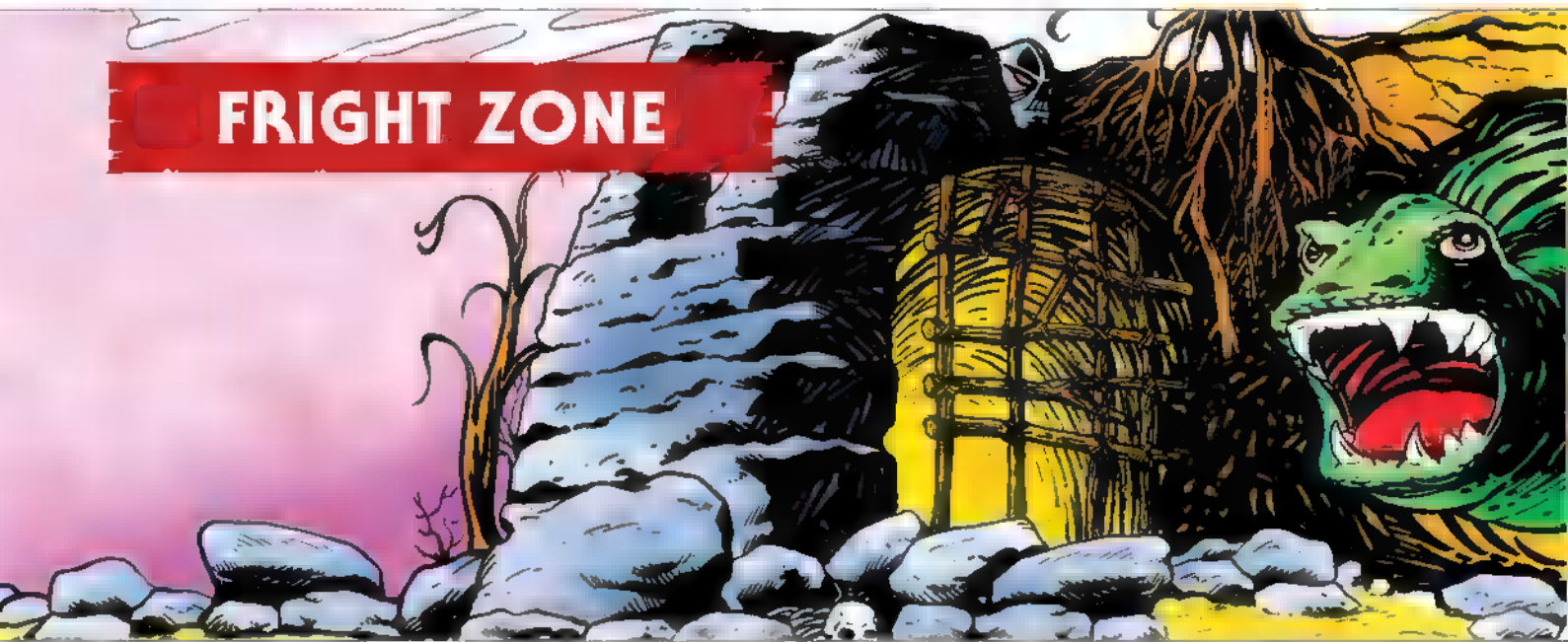


### 1985 FILMATION POP ANIMATED SERIES

The dark forest near Mystacor was home to a camp used by the Horde in the old Temple of Gloom.

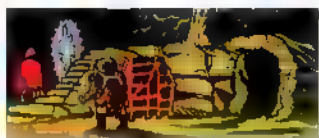


# FRIGHT ZONE



## 1983 MOTU MINICOMICS

The Fright Zone was the horrifying lair of Hordak and his Evil Horde. Filled with nightmarish technology and guarded by a serpentine beast, the Fright Zone was the deadliest place in all of Etheria. Indeed, no more sinister a place



existed in space or time than Hordak's wretched Fright Zone. With its rugged stone stairs and a gnarled tree adorning its façade, the Fright Zone was an unwelcome place which had almost never been breached by outsiders.

## 1984 UK WORLD MOTU ANNUALS

## 1985 UK WORLD POP ANNUALS

There were two Fright Zones in the World annuals. Hordak, upon coming to Eternia, deliberately replicated his Fright Zone lair on that planet as well, damming rivers to create swamps, scorching grasslands, and burning trees.

## 1984 GERMAN MOTU AUDIO PLAYS

In the German audio plays, Hordak's Fright Zone was the Horde's Eternian stronghold, located in a valley of the Mystic Mountains. Hordak and his warriors relocated to it when they broke their alliance with Skeletor. Although the alliance



eventually was re-formed and Hordak and his men often lingered in Snake Mountain, the Fright Zone remained the new headquarters of the Evil Horde.

## 1984 GERMAN INTERPART-CONDOR MOTU COMICS

Rather than being a physical location, the Fright Zone was a strange dimension which the Horde used as a base. It could only be accessed through a time gate which Hordak alone could open.

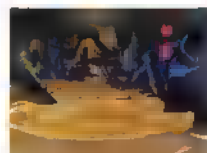
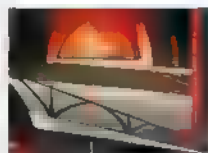
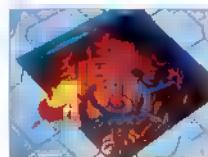
## 1985 FILMATION POP ANIMATED SERIES

The Fright Zone was the Evil Horde's vast and nightmarish base on Etheria, comprising a seemingly limitless series of titanic industrial pipes large enough for vehicles to move around freely inside. A source of tremendous pollution, the Fright Zone was surrounded by air with a yellowish cast, and



the land upon which the structure stood was submerged in black waters inhabited by frogs and other swampland creatures.

Hordak gave orders to his lackeys from within the throne room, where a trapdoor was situated over one of the only natural springs still in the vicinity of the Fright Zone.



Part of the Fright Zone housed a spaceport where Horde spacecraft would dock when visiting from other planets, such as Horde World.

Many prison cells, some stacked on top of one another and adorned with skulls and bones, were available for holding captives. There were also traditional dungeons at the end of a long, spiraling staircase. At least one cell had bars made of Merallion Scrack.

The Fright Zone's Plunder Room was where items of value which the Horde had collected were stored.

Although the Fright Zone was well guarded and heavily fortified, it was often penetrated by members of the Great Rebellion. Generally, however, alarms would reveal their presence before long.

## 1985 LADYBIRD POP BOOKS

In the Ladybird *Princess of Power* books, Catra's lair, known as Cat Tower, was located on the edge of the Fright Zone.

## 1986 UK MOTU COMIC MAGAZINES

The UK comics portrayed the Fright Zone as both a base and an interdimensional portal between Eternia and Etheria, with part of the base existing on each of the two worlds. The fortress included laboratories for Hordak's and Modulok's experiments. The Eternian Fright Zone also housed a savage dragon.





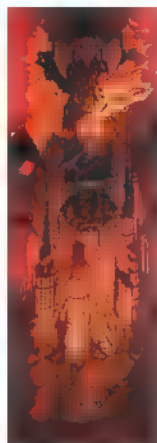


IMAGE COURTESY OF DC COMICS

Some Eternian villages resided within the boundaries of the Fright Zone. Most of the villagers paid their taxes and feigned loyalty to the Horde but secretly supported King Randor.

The Fright Zone's swamp emitted poisonous gases that induced unconsciousness in those who inhaled them. A teleportation room inside the Etherian portion of the Fright Zone was used by Hordak to travel to various planets throughout the universe.

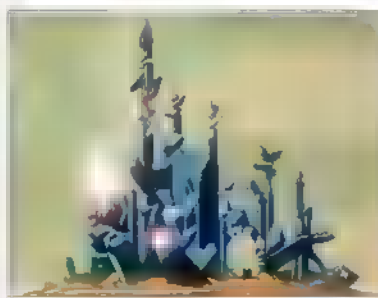
#### 2012 DC MOTU COMICS

In the 2012 DC comics, the Fright Zone manifested like a virus wherever the Horde took control and established itself. It would become the base of operations and physically spread over an area, reaching with mechanical arm-like structures that grew out of the ground. The Fright Zone was both a structure and an incarnation of the Horde's evil.

### FRIT'S MONUMENT TO FREEDOM

#### 1985 FILMATION POP ANIMATED SERIES

Frit, the traveling bottle collector, lived in a house built from his bottles. The building, a huge, rambling, freeform structure held together with wire, was



Frit's life's work. The structure's many irregularly shaped towers soared majestically upward, and the array of colored glass bottles glimmered brilliantly in the sunlight. The bottles of all kinds and colors represented the diverse people of Etheria. Frit built his Monument to Freedom to give hope to all Etherians.

### FROGG-TOWN



#### 1986 UK MOTU COMIC MAGAZINES

Frogg-Town was located in the Vale of Froggs, home to a race of frog-like people. The inhabitants of Frogg-Town lived without fear until it was invaded by Clawful and Beast Man, who stole all the gold and silver from the town's leader. Soon after, Fisto arrived on the scene and defeated the two villains, saving Frogg-Town.

### FROZEN AREA

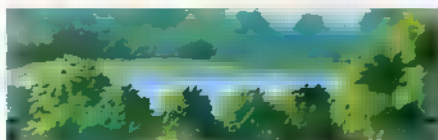


#### 1985 FILMATION MOTU/POP ANIMATED CHRISTMAS SPECIAL

Etheria's Frozen Area was an expanse of land

covered in snow. Large mountain peaks, precarious cliffs, and the Snow Beast made this one of the most dangerous locations on Etheria.

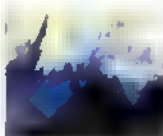
### FROZEN LAKE



#### 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Frozen Lake was an area on the planet Primus. During the Mutant occupation of their planet, the Priman rebels lured Skeletor and the Mutants onto the lake and dealt them a humiliating defeat.

### GALACIA



#### 1985 FILMATION POP ANIMATED SERIES

Home of the Selkies, Galacia had an uneasy truce with Frosta and her ice kingdom.

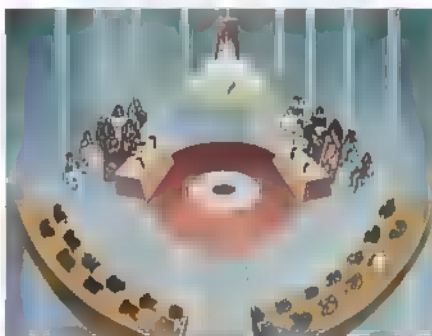
When black snow began to fall on Galacia, it made the people and animals ill. The Selkies blamed Frosta and her people, but it was actually the work of Modulok and the Horde.

### GALACTIC CITY

#### 1984 UK WORLD MOTU ANNUALS

Galactic City was the capital city of the planet Primus. The city was the meeting place of the Galactic Council.

### GALACTIC COUNCIL COURTROOM



#### 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

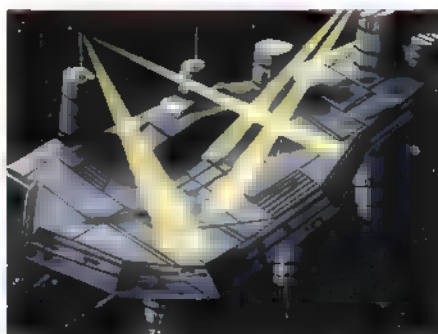
The Galactic Council Courtroom was located on the Priman moon of Enos, which served as the headquarters of the council. It was where the Primans and the Mutants were summoned by the Galactic Council to discuss an end to their ongoing conflict.

### GALBAR

#### 1986 UK MOTU COMIC MAGAZINES

Galbar was a planet with two moons that Hordak mentioned when he was affected by a Lunar Conjunction. The Lunar Conjunction caused him to forget his identity and whereabouts, making him unsure what planet he was even on. Hordak noticed the two moons in the sky, and for a second he thought he may have been on Galbar, before realizing he was on Eternia.

### GAOLOTIA



#### 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Gaolotia was an enormous prison ship that housed the deadliest criminals in the Tri-Solar Galaxy. It was captured by Skeletor and the Mutants, who planned to release the prisoners on Primus.

### GAR STAR CRUISER

#### 2008 MOTU CLASSICS

The Gar Star Cruiser was a space vessel buried in Subtania beneath Eternia during the reign of Skeletor. The cruiser's hull possessed a cat-like appearance and was accessible from the Elders' Training Citadel in the southern Polar Icecap.

GARDEN OF  
MAGICAL PERFUMES

**1987** GERMAN EHAPA  
MOTU COMICS

Created by Hordak, the Garden of Magical Perfumes was a large trap. Its irresistible fragrance reached all the way to the Royal Palace and lured King Randor and several Heroic Defenders to the garden, where they were supposed to be eaten by Murder-Roses. However, the garden's odors did not have an effect on Orko, who used magic and a special flower to save his friends.

## GARIUS ASTEROID BELT

**2008** MOTU CLASSICS

The Garius Asteroid Belt was a region of space filled with debris of unknown origin. Safe passage through the belt was possible using the Einstein Rosen Space Bridge discovered by Captain Marlena Glenn leading from the planet Earth to the planet Eternia.

## GEDGE STRUCTURE



**1983** FILMATION MOTU ANIMATED SERIES

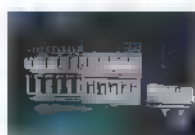
Eternians discovered this temple-like structure located in the Tikahn Jungle, only to find that it contained an evil monster called the Gedge. He-Man and Battle Cat, who had transformed from Cringer for the first time, drove the Gedge back into the structure, and Man-At-Arms sealed it using explosive pods.

## GEEBOR

**2008** MOTU CLASSICS

Geebor was a gray, moonless planet located inside the Horde Empire's space in the Eternian Dimension.

## GENERAL NEQUOR'S HOME

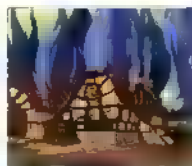


**1990** NEW ADVENTURES OF HE-MAN  
ANIMATED SERIES

General Nequor's home was a large mansion in the Equinos countryside.

He invited He-Man and the Galactic Guardians to stay there in order to protect them from the Mutants.

## GENERAL SUNDER'S HOUSE



**1985** FILMATION POP  
ANIMATED SERIES

The former general Sunder became a farmer with a homestead that had a great deal of land for grazing cows and ■

beautiful large house near the Whispering Woods. Sunder believed that he and his family were safe before the Horde arrested his wife and daughter and burned his house.

## GENERATOR ROOM



**1983** FILMATION MOTU  
ANIMATED SERIES

Located in the depths of the Royal Palace, the Generator Room appeared to be a power source that provided light. Within the room was a large jet-like fan that spun at tremendous speed, connected to a variety of power outlets.

## GEOLON

**1985** FILMATION POP ANIMATED SERIES

Home to the Rock People, Geolon was a planet in dire straits: it orbited a sun that was about to explode. The inhabitants of Geolon sent the explorers Stonedar, Rokkon, and Granita in search of a new home. The peaceful Rock People avoided violence at all costs, but after an encounter with the Evil Horde on Etheria, the Rock People joined with She-Ra and the Great Rebellion before relocating their whole population to Spikeheart on Etheria.

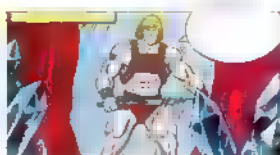
## GEYSER FIELD



**1983** FILMATION MOTU  
ANIMATED SERIES

The Geyser Field was located near the Royal Palace on Eternia. The geysers, when active, shot out streams of sleep-inducing gas that made it nearly impossible for a traveler to pass through.

## GLASS-GROTTO



**1987** GERMAN EHAPA MOTU COMICS

Within the Evil Horde's territory on Eternia, the Glass-Grotto contained one of three pieces of the legendary Crystal Shield. Its entrances were blocked by ice walls wherein the crystal spirits were imprisoned. The Nightskulkers lived deep within the grotto.

## GHOST-GATE

**1984** GERMAN MOTU AUDIO PLAYS

The Ghost-Gate was an interdimensional gateway that stood in the Sands of Time. During the last days of Skeletor's reign as king of Eternia, many Evil Warriors arrived on Eternia through the gate. Blade and Ninjor were among them, as were more Snake Men and Horde Troopers.

## GIANT MAGICAL CLOCK



**1985** FILMATION POP  
ANIMATED SERIES

Located at the center of the planet Etheria, the Giant Magical Clock controlled time throughout the planet. Mysterious living gargoyle statues guarded the clock, which seemed to float in a dark

abyss. The square clock had a pendulum with a half-moon at the tip. There were an hour and a minute hand on the face of the clock. When She-Ra needed to speed up time to get the Etherian moons out of eclipse, she made the pendulum swing faster and faster, causing the clock, and time itself, to speed up.

## GIANTS' HOME WORLD

**1984** GERMAN MOTU AUDIO PLAYS

According to the giants, their home world was once the most beautiful planet in the entire universe. But through pollution it had been brought to the brink of destruction. Thus, the giants left their planet for three hundred years so it could heal. They also took all evil from their world with them.

## GIGO'S COMET

**1986** MOTU  
NEWSPAPER STRIPS

Gigo's Comet was a gargantuan space rock which Skeletor and Hordak once forced Stonedar to send hurtling toward Eternia.

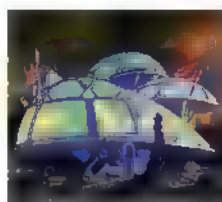




## GLEEDIL'S HOME

## 1983 FILMATION MOTU ANIMATED SERIES

Gleedil's dome-shaped house was one of the last places on the planet of Trannis that were un-



ouched by Plundor's pollution. Next to the large domed windows were solar panels to retrieve what little sunlight pierced the polluted skies. Gleedil's home was more like a museum

than a habitation: it contained displays that served as loving reminders of the animals that had died out during Plundor's destructive occupation of Trannis.

## GLENMAR



## 1985 FILMATION POP ANIMATED SERIES

Needing workers for his factories, Horde Prime commanded Hordak to enslave the entire village of Glenmar. The village was full of quaint

mushroom-shaped houses intermixed with the trees of the forest and the rolling hills.

## GLIMMER'S LIGHT-FACET

## 1986 GERMAN POP AUDIO PLAYS

Though sharing the same name with Peekablue's palace, Glimmer's Light-Facet was an entirely different building. Located southwest of Crystal Castle, it became Glimmer's new home when she moved out of her mother's house. The Light-Facet gleamed brightly enough to be seen from many miles away.

## GLUUDUX GALAXY

## 2008 MOTU CLASSICS

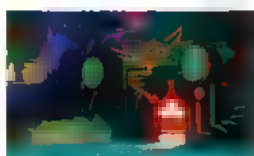
The Gluubux Galaxy was the home of the Kribleen insectoid vampire race that produced the Evil Horde warrior Mosquitro.

## GOLD CHAMBER OF THE ANCIENTS

## 1983 FILMATION MOTU ANIMATED SERIES

Located deep within Mount Eternia was the Gold Chamber of the Ancients. While there was no actual gold kept there, the Spirit of the Ancients dwelled in the darkness and gave Adam and Teela the Eternian Crystal in order to defeat and imprison the Energy Beast.

## GOLDEN GOOSE INN



## 1985 FILMATION POP ANIMATED SERIES

The Golden Goose Inn was a lodging located in the Horde-occupied village of Devlan and run by Darius and his family. The inn had the exact same façade as the Laughing Swan Inn in Thaymore and was similarly plagued by Horde bullies who terrorized the innkeeper and the patrons.

## GOLDEN ISLANDS

## 1983 LADYBIRD MOTU BOOKS

The Golden Islands was a tropical chain of islands located in the Harmony Sea of Eternia. The islands were the favorite vacation spot of the Eternian Royal Family.

## GOLDEN ISLES



## 1983 MOTU MINICOMICS

The beautiful Golden Isles were located on the planet Eternia and were surrounded by the choppy waters of the Ocean of Gnarl. Consul Ari was an emissary from the Golden Isles and sometimes

brought messages to King Randor. Hordak once attacked the Golden Isles with his relentless Horde Troopers. The Royal Family enjoyed vacationing in the Golden Isles because of their captivating natural beauty.

## 1984 GERMAN MOTU AUDIO PLAYS

The Golden Isles were a group of wonderful islands in Eternia's south. The warm, sunny region also contained the Royal Family's summer residence.

## 2008 MOTU CLASSICS

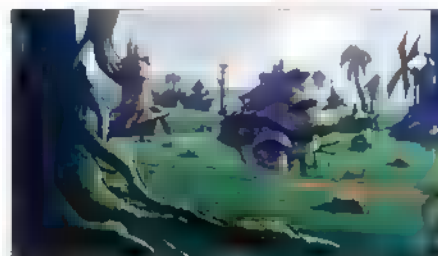
The Golden Isles were still located in the Ocean of Gnarl of the planet Eternia's Light Hemisphere in the Classics canon. The isles also contained the small remnant of Anwat Gar, a once-large island that had existed off the coast of the supercontinent Preternia before Hordak cast the Spell of Separation in ancient times.

## GOLDEN PALACE

## 1986 GERMAN POP AUDIO PLAYS

Catra's Golden Palace was a building made of pure gold. Originally built out of wood in the space of just a few days, the palace had looked rather shabby. Fulfilling an earlier promise, Entrapta turned the wood into pure gold. Though Catra intended to make the Princesses of Etheria jealous with her new home, the palace quickly caught the attention of many Etherian peasants. An increasing number of Etherians traveled to the building and stole pieces of it. She-Ra finally put an end to this by transforming the palace back into wood.

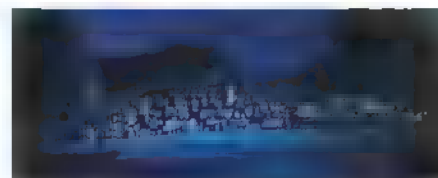
## GOLDWILLOW



## 1983 FILMATION POP ANIMATED SERIES

The village of Goldwillow was loyal to the Great Rebellion of Etheria. In the town center, the children of Goldwillow liked to gather and listen to stories told by members of the Rebellion.

## GORN CITY

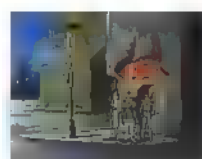


## 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Gorn City was Denebria's most prominent town. It was home to mines, stores, spaceports, and a multitude of bars frequented by many Mutants. The city's spaceport was a hub of activity for traders and merchants from all across Denebria. Under the leadership of Mayor Korac, Gorn City was without law and order, but this changed when Korac lost the mayoral elections to Zeeka, who went on to install Meliac as the new sheriff of the city.

Gorn City included the Mutants Club, an underground bar that did not allow non-Mutants to enter (unless they were willing to pay).

The Gorn City jail was adjacent to the sheriff's office. It was where all prisoners taken by the Gorn City Police were held; however, the city also possessed a dungeon for holding prisoners.





## GORN CRATER

**1984** UK WORLD MOTU ANNUALS

Gorn Crater was one of Brakk's hidden bases on the planet of Denebria.

**2008** MOTU CLASSICS

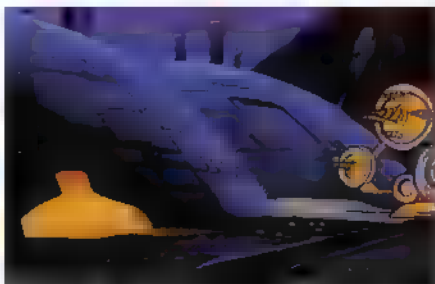
In the Classics continuity, Gorn Craters were depressions on the surface of the planet Denebria in the Tri-Solar System. They provided sufficient coverage to serve Flogg as a hideout while commanding the Horde's Denebrian Space Mutant Goon Squad.

## GORN DESERT

**1989** HE-MAN MINICOMICS

The arid Gorn Desert was located on the planet Denebria. The Evil Mutants built their base there.

## GORNWORKS MINE

**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Gornworks Mine was a large mine located on the outskirts of Gorn City.

## GRAIN WAREHOUSE

**1985** FILMATION POP ANIMATED SERIES

The Grain Warehouse was used by the Etherian farmers to store their grain. The warehouse was a large tubular cistern located near the village farms.

## GRANAMYR'S FIRE PIT

**1983** FILMATION MOTU ANIMATED SERIES

On Eternia, the great dragon Granamyr resided in a fire pit within his fortress of Darksmoke. The fire pit was surrounded by treasure Granamyr had collected over many centuries, and the fires from the pit gave Granamyr his power and magic.

## GRANITE

**1986** MARVEL STAR MOTU COMICS

In the Marvel Star comics, the home of the Comet Warriors Stonedar and Rokkon and their ragtag Meteorb Army was Granite, a planet that was many light years from Eternia. The Comet Warriors found themselves and their Meteorb allies far from their home after the evil Meteorbs chased Rokkon to Eternia to exact their revenge.

## GRAVE OF HE-RO

**2008** MOTU CLASSICS

The Grave of He-Ro was the burial place of the mighty wizard He-Ro after he died protecting King Grayskull from an attack by Hordak. The headstone covered the entrance to a hidden underground tomb containing a statue of He-Ro and two doors—one that led to his crypt and a false door that led to doom in the Endless Abyss. Within his crypt, He-Ro's body was preserved inside a sarcophagus, along with his magic staff and the Book of Living Spells.

TRIVIA: He-Ro's headstone was based on artwork from the 2002 animated series, which placed an identical unidentified marker close to Castle Grayskull.

## GRAYDOR

**1985** FILMATION POP ANIMATED SERIES

Graydor was a port town on the planet Kyrtris. The town had once been beautiful, but since the Horde took it over, it had

fallen into ruin. The people of Graydor were unfriendly, sad, and aggressive. They were also afraid, as no one was willing to sail She-Ra and the Rebels to the Mines of Mondor across the sea. This forced She-Ra to purchase a ship, overpaying at one hundred gold pieces.



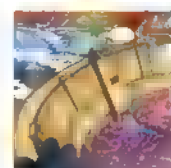
**GRAYSKULL TOWER:  
SEE ETERNIA TOWERS**

## GREAT CHASM

**1985** US MOTU MAGAZINES

The Great Chasm was a deep ravine located very close to Snake Mountain.

## GREAT DAM

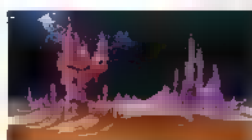
**1987** GERMAN EHAPA MOTU COMICS

The Great Dam served as a large water tank for the kingdom of Eternia. Intending to flood the kingdom's village as well as Eternia, the Demons of Evil destroyed the dam. It was not rebuilt, as the Heroic Defenders successfully redirected the water into the Sink of Bones.

## GREAT DESERT

**1983** FILMATION MOTU ANIMATED SERIES

On the planet Phantos, the Great Desert was like an ocean of sand that responded to the gravitational pull of Phantos's three moons. There were great beasts that lived beneath the sands, such as the three-eyed dinosaur-like creatures that could fire freeze rays from their third eyes.

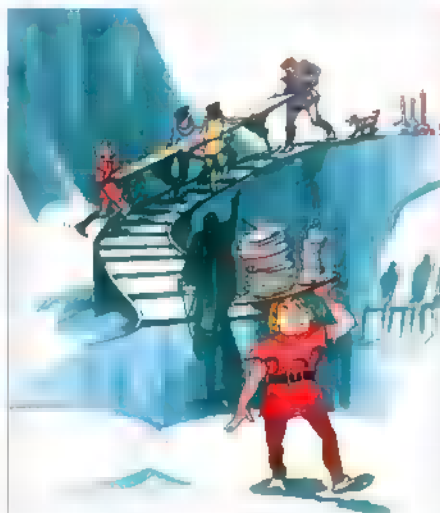


## GREAT FOREST

1985 US MOTU MAGAZINES

The Great Forest was a beautiful woodland area located on the planet Etheria. A river ran through the middle of the forest, which was filled with the most immense trees on the planet. Each tree was so big that five people holding hands could barely reach around its trunk.

## GREAT HALL OF BRIGHT MOON



1985 LADYBIRD POP BOOKS

The Great Hall of Bright Moon was the main audience chamber of Queen Angella, where she held special events in Castle Bright Moon. It was here that Madame Razz's surprise birthday party took place.

## GREAT JUNGLE

2008 MOTU CLASSICS

The Great Jungle was a massive forested region within the territory of the Free People of Pretornia. The jungle was close to Pirate Cove and the border of the Dragon Territory of Darksmoke that began with the Caverns of Rakash. After the Spell of Separation changed the landscape of Eternia, the Great Jungle appeared to have been replaced by the Evergreen Forest and the Vine Jungle.

## GREAT LAKES

1986 UK POP COMIC MAGAZINES

The Great Lakes were large bodies of water on the planet Etheria. During a drought created by Hordak, She-Ra flew Enchantia to the Great Lakes so that the great swan could use her large wings to move the clouds over the lakes closer to the Whispering Woods, bringing rain where it was most needed on Etheria.

## GREAT REBELLION CAMP

1985 FILMATION POP ANIMATED SERIES

The camp of the Great Rebellion was located within the protective cover of the Whispering Woods on the planet Etheria. The makeshift camp had small tents and lean-tos to shelter the Rebels, but despite their small numbers and primitive conditions, the Rebels were passionate about overthrowing the Horde.



## GREAT SOUTHERN PLAIN

1983 LADYBIRD MOTU BOOKS

The wide and grassy Great Southern Plain was an area located to the south of the Evergreen Forest on the planet Eternia. If He-Man needed the service of Thunder Horse, he would go to the Great Southern Plain to find him, as it was Thunder Horse's only known home.

## GREAT WALLS

1986 BRAZILIAN ESTRELA MOTU MINICOMICS

The Great Walls were a range of sheer cliffs located on Eternia. A secret entrance in the cliffs led to a land of gigantic prehistoric beasts. This prehistoric area was artificially maintained by instruments created eons ago.



## GREATER MOON

1983 GOLDEN MOTU BOOKS

The Greater Moon was one of the two moons of Eternia. Skeletor planned to harness the burst of power created when both moons of Eternia eclipsed the sun, but he was defeated, and the burst of energy passed into King Randor.



## GREEN ISLANDS

1985 FILMATION-POP ANIMATED SERIES

Ruled by King Arbor, the Green Islands were hundreds of miles from the Whispering Woods in the southern Growling Sea. When a locket belonging to King Arbor's daughter, Princess Allegra, showed up at the camp of the Great Rebellion, Adora and Madame Razz investigated, discovering that Princess Allegra had been lost in a shipwreck five years earlier.

## GREEN ZONE

1986 UK MOTU COMIC MAGAZINES

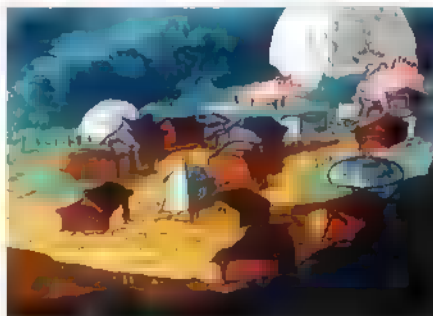
The Green Zone was a region on Eternia where the Dark Wood was located. While patrolling the Green Zone, Roboto encountered the first victim of the Slime of Evil, which Hordak used in his Slime Pit.

## GREENFIELD VILLAGE

1985 FILMATION POP ANIMATED SERIES

Greenfield Village was raided by the Horde and had its food supplies stolen as the Horde attempted to starve its people into submission. She-Ra and Glimmer were able to help them overcome the Horde's plot and returned the villagers' food to them.

## GREENTHATCH



1985 FILMATION POP ANIMATED SERIES

Still in the grip of the Horde, Greenthatch was a simple market town where trading took place in the center of town under the watchful eye of Horde members such as Mantenna.

## GREENVALE



1985 FILMATION POP ANIMATED SERIES  
Ruled by the peaceful King Gruff, the kingdom of Greenvale was part of Castaspella's

jurisdiction. The rabbit-like citizens of Greenvale depended upon Castaspella and She-Ra to protect them from the Horde.

## GRETORI BRIDGE

2008 MOTU CLASSICS

Gretori Bridge was the setting of a battle between the heroic Masters of the Universe and Skeletor's Evil Warriors. During the battle, Fisto injured his rival, the Evil Warrior Chopper, who then had his hand replaced with a golden robotic implant.

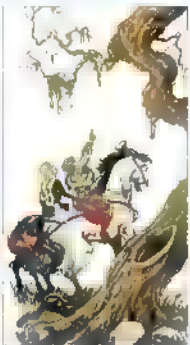


## GRIM BEACH

**1986** UK POP COMIC MAGAZINES

Grim Beach was the site where an alien spacecraft crashed, prompting Hordak to experiment with the Power Cubes on the ship to create the Pathfinder machine.

## GRIM WOODS

**1984** UK WORLD MOTU ANNUALS

The Grim Woods was one of the most dangerous woodlands on the planet of Eternia because of its large population of wild bears and many other powerful creatures. These woods were located to the southwest of the kingdom of Eternia. The twisted and dark Grim

Woods had thick foliage, and many Eternians avoided the long and frightening journey needed to pass through. Long black branches stuck out as if they were living arms grabbing at anyone who traveled through the woods. Great roots and thornbushes grew thickly across the pathways of the woods. There were also whispering sounds, mutterings, and growls that came from the many creatures that inhabited this place of terror.

## GRIMHAMMER UNIVERSITY

**2008** MOTU CLASSICS

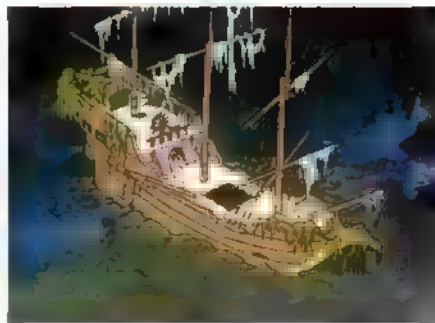
Grimhammer University was a school in the kingdom of Eternos on the planet Eternia. The heroic creator Gwildor attended the university, where he studied under many great inventors, archaeologists, and magicians.

## GROT'S GARDENS

**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Grot's Gardens were where Grot grew all the food needed by the people of Primus. The gardens held trees, plants, and a large orchard. Grot was assisted in his work there by robot helpers.

## GROTTO

**1985** FILMATION POP ANIMATED SERIES

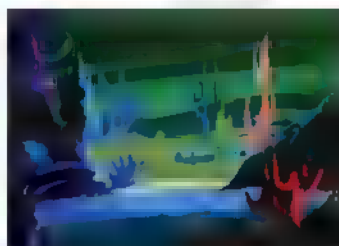
The Grotto was a hidden cave on Rocky Island on the planet Etheria. Sea Hawk was led there by Davy Jones, a mouse he met on the island. After being led through a secret entrance, he discovered an old ship with a magic compass and a cloaked stranger who turned out to be Sea Hawk's father, the Falcon.

## GROTTO OF THE BLACK SUN

**1984** GERMAN MOTU AUDIO PLAYS

The Grotto of the Black Sun was a cave created by the Great Drakon. It contained the Scepter of Infinite Power. The grotto's name derived from the legend that the scepter's infinite power would come to an end with the arrival of a black sun. Though its existence was common knowledge among many people throughout the universe, no one knew on which planet the grotto actually could be found. Through an ages-old stone disk given to him by Mer-Man, Skeletor discovered that the Grotto of the Black Sun actually stood on Eternia. It was hidden inside of a volcano within the Mystic Mountains and had been flooded with lava for many thousands of years. After the lava had sunk down, Skeletor was able to enter the grotto and obtain the scepter. He-Man was eventually given the scepter by Skeletor to prevent Eternia's destruction. After he brought it back, the Grotto of the Black Sun was again flooded by lava when the volcano erupted.

## GROWLING SEA

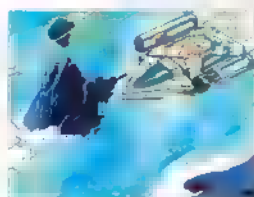
**1985** FILMATION POP ANIMATED SERIES**1985** UK WORLD POP ANNUALS

The Growling Sea was a large body of water on the planet Etheria, named for the roaring sounds of its turbulent water and stormy, unpredictable nature.

**1985** GOLDEN POP BOOKS **2008** MOTU CLASSICS

The Growling Sea was the largest of Eternia's seas, located to the west of the planet's main continent. It was the location of Beast Island in the Golden books.

## GUARDIAN SEA

**1984** UK WORLD MOTU ANNUALS **6** **1989** HE-MAN MINICOMICS

The Guardian Sea was the most well-known body of water on the planet of Primus. The great underwater city of Orca was located deep beneath this sea. It was also the location of the small island of Terra.

**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

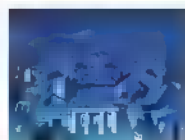
In the animated series, the Guardian Sea was the largest ocean on the planet Primus and the site of the roowering city of Serus.

## GUARDS' TRAINING SCHOOL

**1986** UK MOTU COMIC MAGAZINES

The Guards' Training School was the royal establishment where prospective Palace Guards were trained for duty. Teela spent much of her time there training new guards. When one pupil at the training school gained top marks in every single category, he was appointed the new Master of the Guards. His name was Clamp Champ, and he proved to be a very powerful bodyguard for the king and queen and a valuable member of the Heroic Warriors.

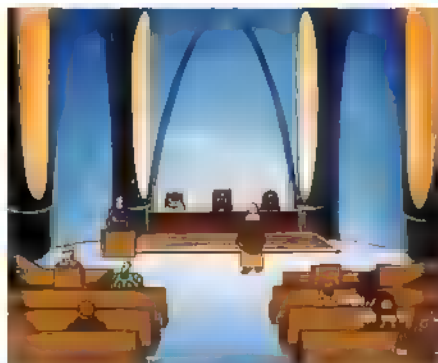
## HALF MOON

**1985** FILMATION POP ANIMATED SERIES

When the Horde first invaded Etheria, the Cat People retreated into their underground kingdom of Half Moon. Their queen left to search for some of their captive people, and they sealed the entrance. Within the immense labyrinth of Half Moon was a pathway leading to the citadel of the Cat People.



## HALL OF JUDGMENT



**1990** NEW ADVENTURES OF HE-MAN  
ANIMATED SERIES

The Hall of Judgment was a courtroom where a council of learned elders met to pass judgment on Primus.

## HALL OF POWER

**2008** MOTU CLASSICS

The Hall of Power was a structure of the Gods of the Multiverse. They convened there to create all that was and all that would ever be.

## HALL OF WINDS

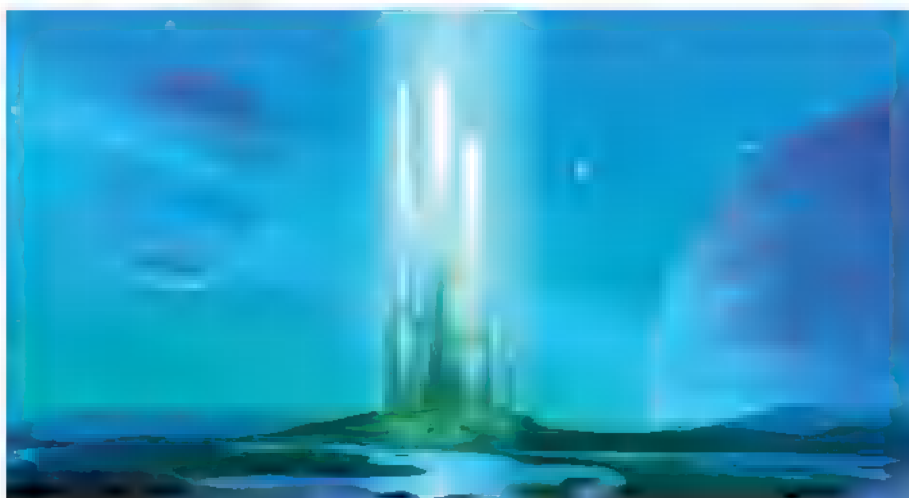


**1983** FILMATION MOTU  
ANIMATED SERIES

Within the kingdom of Morainia, an abandoned mine served Skeletor as a secret prison to hold King Boreas.

One of the large sections of the mine was called the Hall of Winds; freezing drafts from the outside constantly blew through it. Over a deep crevasse within, Skeletor imprisoned King Boreas in a glass cage hung from a cliff.

## HALL OF WISDOM



**1983** KID STUFF MOTU RECORDS

Centuries before the appearance of He-Man, the illustrious Hall of Wisdom was the seat of government and the center of culture on Eternia from which the Council of Elders ruled. After they condensed their power and wisdom into the Orb of Power, they transformed the beautiful hall into a frightful structure to scare away would-be thieves of the orb. It became known as Castle Grayskull.

**2002** MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The animated series made the Hall of Wisdom a more contemporary structure, used until Randor's ascension to the Eternian throne. The Hall of Wisdom served as the seat of power for the Council of Elders in the city of Eternos. The hall's main chamber was accessed through a doorway opened with a button incorporated in its guards' shields. Two sweeping staircases led down to the chamber's main floor, where the Elders levitated atop nine pillars.

The Hall of Wisdom was protected in the past by Captain Miro and his army of Royal Eternian Guards, who defended the council against an assault by Count Marzo.

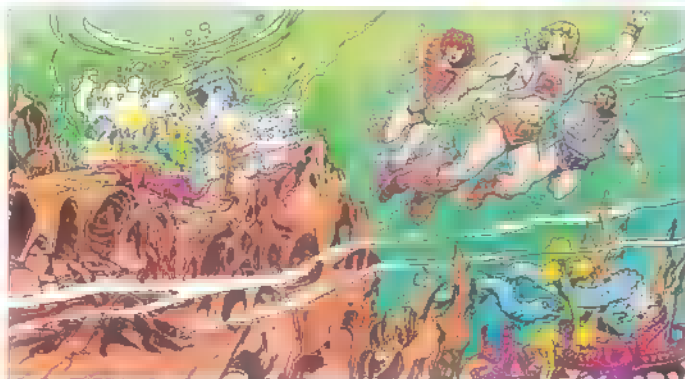
Some time after Keldor's assault on the Hall of Wisdom and the Elders' disappearance, the hall itself disappeared, leaving behind only ruins, including the Tablet of the Elders, which was later found by the Snake Men.

## HARMONY DESERT

**2008** MOTU CLASSICS

The Harmony Desert was an uninhabited area in the northern region of the Horde Territory on Preternia. The desert shared a name with the Sea of Harmony, which appeared on Eternia after Hordak cast the Spell of Separation and changed Eternia's landscape.

## HARMONY SEA



Sea of Harmony

**1983** FILMATION MOTU ANIMATED SERIES

The Harmony Sea was one of the biggest oceans on Eternia. Under its surface were the city of Aquatica and the fabled Coral Caverns.

**1983** GOLDEN MOTU BOOKS

The Harmony Sea was a quiet and tranquil body of water in the Golden books. The only audible sound there was the music of the wind.

**2008** MOTU CLASSICS

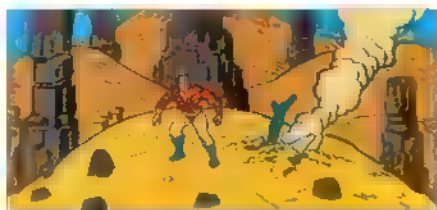
In the Classics canon, the Sea of Harmony was the southernmost body of water in the planet Eternia's Light Hemisphere.

## HAUNTED HEATH

1986 UK MOTU COMIC MAGAZINES

The Haunted Heath was a location on Eternia to which Horde Prime summoned all three evil leaders and their armies—Skeletor's Evil Warriors, Hordak's Horde, and King Hiss's Snake Men—to an important meeting where he declared he had concocted the ultimate scheme to win the war against good on Eternia.

## HAUNTED HILLS



1985 US MOTU MAGAZINES

The Haunted Hills were an ominous hilly area in the northern region of Eternia.



1986 UK MOTU COMIC MAGAZINES

In the UK comics the Haunted Hills were the location of the Vault of Vargonis, the only place on Eternia with seven bells. He-Man lured Skeletor here when he attacked Eternos with the Gomon Gem to thwart his evil scheme.

## HAUNTED STREAM

1986 UK MOTU COMIC MAGAZINES

The Haunted Stream ran through the Weirdlands of Eternia. Man-At-Arms and Roboto passed through the area on their regular patrol.

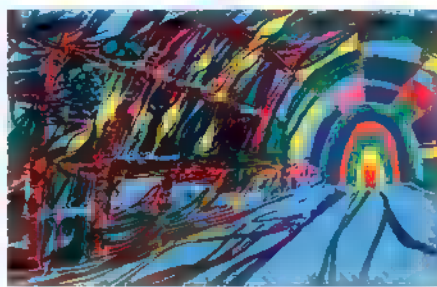
## HEALING TREE



1983 FILMATION MOTU ANIMATED SERIES

The Healing Tree was a tree with giant purple leaves that could cover a sick man and heal him. Located in the Misty Swamps, the Healing Tree could heal a poisoned victim with the swamp waters.

## HEART OF ETERNIA



1986 MOTU NEWSPAPER STRIPS

Long thought to be a fable, the Heart of Eternia was the wellspring of all magic on the planet Eternia. Even the Sorceress never entered the Heart of Eternia, though she learned of its existence through the shared memory of previous Sorceresses and Sorcerers of Grayskull. The Heart of Eternia was located deep below Castle Grayskull and could be accessed only via a subterranean passage which was guarded by a magical falcon ward.

## HELIOS



1986 MARVEL STAR MOTU COMICS

Located in the skies above the Sands of Time, the floating city of Helios safeguarded the healing Gem of Helios. The Helioans were a very formal people and allies of King Randor. The Gem of Helios gave the city both its power and its ability to defy gravity. It was said if the gem was ever removed from the city and not returned by sunset, Helios would plummet to its doom.

## HELL-ISLAND

1984 GERMAN MOTU AUDIO PLAYS

Hell-Island was a very small isle in the Eternian Ocean with an active volcano. He-Man destroyed a small part of it and used the volcano's lava to free the royal yacht, which was stuck in ice.

## HERBORIA



1986 BRAZILIAN EDITORA ABRIL MOTU COMICS

Herboria was a kingdom located deep within Eternia's interior. Long thought to be only a legend, Herboria was filled with exotic flowers and plant life. Herboria could only be reached by descending into Eternia's caverns and crossing a river of liquid fire. The land's king was the wise Herbo, who commanded a population of plant-like people. Enormous wasps also inhabited Herboria and attacked the kingdom's inhabitants when they attempted to plant precious seeds in the daylight.

## HE-RO'S CRATER

2008 MOTU CLASSICS

He-Ro's Crater was the impact point where the Cosmic Warrior Ro landed on the planet Eternia after his battle with Horde Prime. While the wizard Eldor rescued the amnesiac Ro and cured him of Horde Prime's Techno-Organic Virus, the crater later became part of Hordak's territory after the Truce of the Three Towers. Hordak built a factory with a pipeline connected to the crater for an unknown purpose.

## HIDDEN CAMP OF THE DEFENDERS

2008 MOTU CLASSICS

The Hidden Camp was the secret sanctuary of the Defenders of Trolia after the Unnamed One sent his Revenge Squad to invade and seize the Overlords' Temple of Power. The camp provided refuge for Trolia's Defenders after each conflict with the Revenge Squad, while Robo-Woman served as the camp's lookout. The Defenders welcomed He-Man to the camp after he arrived on Trolia with Skeletor and saved Brainwave from one of Tri-Beast's attacks.

## HIDDEN CITY OF JATORIA

2008 MOTU CLASSICS

The Hidden City of Jatoria was an underground metropolis located in Subtania on the planet Eternia. Jatoria was located beneath the also-buried Arachnia City, although no known connection existed between the two.

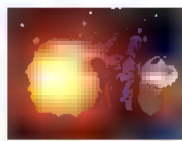
## HINDERLANDS

1985 FILMATION POP ANIMATED SERIES

The Hinderlands were the home to King Darkspur and his macabre castle. The Hinderlands that surrounded his castle were made up of eerie forests with sharp stalagmite formations, dead trees, and winding vines.



## HIVE



**1985** FILMATION POP ANIMATED SERIES

The *Hive* was a giant colony ship filled with Sweet Bee's people. The ship resembled a giant bee-

hive with a glass dome on top. At the bottom of the *Hive*, scout ships could be launched to go into deep space looking for a new inhabitable world to colonize.

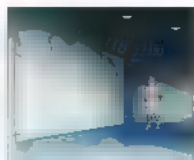
## HOLE SENSOR



**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Hole Sensor was a huge device constructed by the Scientists of Primus which could detect any holes in the shield around Primus. It aided the Galactic Guardians in defending and repairing the shield.

## HOLOGRAM CHAMBER



**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Hologram Chamber was an entertainment device used on Primus; it was capable of run-

ning simulations using holographic characters. Caz used the Hologram Chamber to re-create some of Dukan's old battles.

## HONEYCOMB FIELDS



**1983** FILMATION MOTU ANIMATED SERIES

Near the storehouse for their honey harvest in the Evergreen Forest, Buzz-Off's people created their honey in the Honeycomb Fields—a building made of honeycombs. The Honeycomb Fields were guarded by Buzz-Off's soldiers, and the harvest was taken to the nearby storehouse when it was ready to store for the season.

## HONEYCOMB PALACE



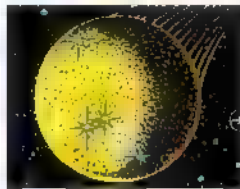
**1986** UK POP COMIC MAGAZINES

Honeycomb Palace was the home of Sweet Bee, where she looked after the bees of Ethernia.

## HONEYCOMBED ASTEROID

**1986** UK POP COMIC MAGAZINES

The Honeycombed Asteroid was the home of the Whisps, tiny beings of sentient light. Hordak plotted to use the Honeycombed Asteroid to destroy the Whispering Woods by fixing a rocket engine to it. When activated, the rocket would cause the asteroid to plunge down toward Ethernia.



Hordak was unaware that the Whisps lived within the asteroid, or that they left their home to seek She-Ra's help.

The Whisps gave She-Ra the Starburst head-dress and cape as gifts and teleported her to the asteroid where she used her sword to pry the engine loose. She then banished Hordak from the asteroid with a dazzling burst of stars from her cape. The Honeycombed Asteroid began to break up, but She-Ra found the Whisps a new home back on Ethernia at the Crystal Falls.

HORDAK'S  
ETHERIAN LABORATORY

**1986** UK MOTU COMIC MAGAZINES

In Hordak's laboratory in the Fright Zone on Ethernia, he experimented on an innocent woodsman and turned him into the cyborg warrior Snout Spout, who escaped him and joined the Heroic Warriors on Eternia. Hordak was said to have a similar laboratory in the Fright Zone on Eternia.

## HORDAK'S SANCTUARY



**2002** MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

Hordak's Sanctuary was a tall, menacing building in the Dark Hemisphere containing a special chamber used by Keldor to commune with the ruthless leader of the Horde. The sanctuary's location was not revealed in the cartoon series; it was only known that the cham-

ber lay behind large ornate doors that appeared to open by themselves, revealing a tall staircase with a blazing brazier at the top. Its walls were decorated with Hordak's likeness. The brazier was activated when Keldor dropped a vial of acid into it, along with a blast of magic delivered from Evil-Lyn's wand. In

a bid to save his own life after suffering a mortal wound during his failed assault on the Hall of Wisdom, Keldor summoned Hordak's apparition and begged him for salvation. Hordak obliged by transforming Keldor into Skeletor, the Overlord of Evil. Many years later, Hordak telepathically commanded Skeletor to return to the sanctuary and set Hordak and his exiled army free from Despondos. Not wanting to share Eternia, Skeletor destroyed the sanctuary instead. His Havoc Staff's power broke through a red barrier of energy that seemed to have protected the sanctuary in the past but failed during Skeletor's assault.



## HORDAK'S ZOO



**1985 FILMATION POP ANIMATED SERIES**  
Hordak assigned the Horde agent Vultak to assemble a zoo with animals stolen from Freedom Forest. All the animals were locked away in the Fright Zone, protected by an energy field, while Vultak served as their tyrannical zookeeper.

## HORDE CAMP



**1985 FILMATION POP ANIMATED SERIES**

The Horde made camp along their routes with several tents and Horde Troopers standing guard by their vehicles. The tents were medieval-style square tents with peaked tops erected in straight lines with military precision.

## HORDE FACTORY WORKS

**2008 MOTU CLASSICS**

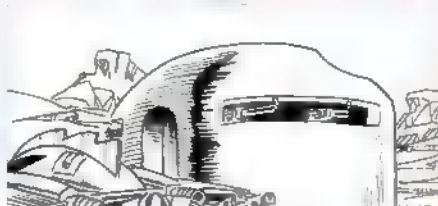
The Horde Factory Works was a complex located in the northern region of the Horde Territory of Preternia after the Truce of the Three Towers. The factory included a pipeline of unknown purpose that connected it to the crater where the cosmic warrior Ro landed on Eternia after his battle with Horde Prime.

## HORDE HARBOR



**1985 FILMATION POP ANIMATED SERIES**  
The Horde Harbor was a Horde-occupied port on Etheria where Sea Hawk delivered goods to Catra and Grizzlor before Adora convinced him to join the Rebellion.

## HORDE ICE STATION



**1986 UK POP COMIC MAGAZINES**

The Horde Ice Station was built in the polar regions of Etheria with the purpose of melting the polar ice with a Hordebomb, resulting in the flooding of Etheria. She-Ra and Frosta managed to foil Hordak's scheme, and Frosta used her freezing powers to freeze and crack the Ice Station apart.

## HORDE LABOR CAMP



**1985 FILMATION POP ANIMATED SERIES**

The Horde Labor Camp was a site where the Horde mined Nucleon, a powerful ore that powered all the Horde machines. The camp was a large complex with high security, guard towers, and a fence running the complex's entire circumference.

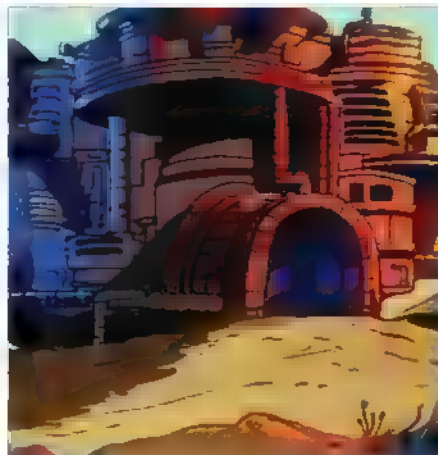
## HORDE OUTPOST



**1985 FILMATION POP ANIMATED SERIES**

Located on the road to Silverglade, the Horde Outpost towered over the tree line in extreme contrast with its natural surroundings. The silvery structure's jagged edges reflected those of the Fright Zone with strange mechanical arms, antennas, and a distinctive cross section at the top of the tower.

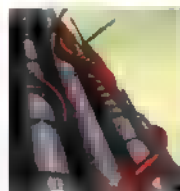
## HORDE RESEARCH BASE



**1985 FILMATION POP ANIMATED SERIES**

The Horde used their Research Base in the area of Small Oak to develop a miniaturization chemical. Horde scientists developed this chemical under Catra's supervision.

## HORDE ROBOT FACTORY



**1985 FILMATION POP ANIMATED SERIES**

The Horde Robot Factory was built in the Bibbet Forest to create new Horde Troopers and take the Bibbets as slaves. The factory was a towering structure that required a great deal of forest to be cleared away.

## HORDE SLAVE CAMP

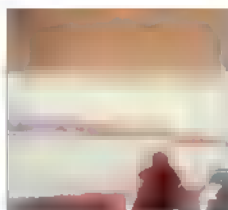


**1985 FILMATION POP ANIMATED SERIES**

The Horde Slave Camp was set up within the ruins of an old fortification the Horde excavated to find the ancient Eldritch Book of Spells.



## HORDE SPACEPORT

**1985 FILMATION POP ANIMATED SERIES**

The Horde Spaceport was located within the Fright Zone. Here their spaceships arrived in and departed from Etheria. Hordak launched a rocket from the spaceport carrying Orko, intending to send him to Horde Prime on Horde World, but He-Man and She-Ra intercepted the rocket after fighting Hordak's forces at the spaceport.

## HORDE TERRITORY

**2008 MOTU CLASSICS**

The Horde Territory was the northern quadrant of Preternia, controlled by Hordak's Horde after the Truce of the Three Towers. The Horde Territory included Hordak's temple and the city of Zalesia, even though the king of Zalesia was part of the Council of Elders. Unlike the other territories, the Horde did not have a tower of their own; however, they appeared to share Central Tower, which might have been neutral ground.

## HORDE TROOPER FACTORY

**1986 UK POP COMIC MAGAZINES**

The Horde Trooper Factory was located inside the Fright Zone on Etheria. Countless slaves—innocent victims captured by Hordak—were forced to manufacture Troopers there on a daily basis. However, many of the slaves on the assembly line sabotaged as many

Troopers as possible, putting in faulty circuits or impaired targeting systems so the Troopers would be incompetent and easily defeated by the Rebels.

When She-Ra, Bow, and Castaspella tracked some captured slaves to the factory, they found out what was happening there and freed the slaves. Using a shimmering portal made by her own magic, Castaspella helped the slaves return to the Whispering Woods, and Bow then fired an explosive arrow that destroyed the entire factory.

**1986 UK MOTU COMIC MAGAZINES**

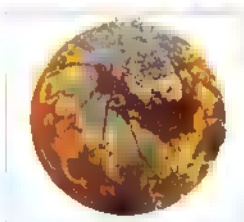
The more important operations in the factory were overseen by Trooper 007. Among these was the creation of Hordak's Super-Trooper, which he considered to be the ultimate weapon against He-Man.

The factory contained a Danger Room in which Troopers were tested for quality by being placed in front of a firing squad, itself made up of Troopers.

## HORDE WORLD

**1985 FILMATION POP ANIMATED SERIES**

Horde World was first introduced in the *She-Ra* animated series by Filmation, where it was the capital of the Horde Empire, a training ground for the Horde army, and home to Horde Prime and his son Prince Zed.

**2008 MOTU CLASSICS**

The Classics canon revisited Horde World, which was again the sovereign planet of the evil, galaxy-spanning Horde Empire. It was a large planet overrun by a nightmarish military-industrial complex gone wild pursuing conquest and exploitation of the empire's victims. Ruled first by Horde Lord, and then later by his ambitious son Horde Prime, Horde

World was the setting of many evil plans for universal domination. Horde Prime created his Techno-Organic Virus and his Vortex Beam Generator while on Horde World. Although he defeated the Overlords' champion, Ro, his actions set in motion a chain of events leading to the rise of the Twins of Destiny, sibling warriors of half-Eternian and half-Earthling bloodlines prophesied to defeat the empire.

Eventually Horde Prime's enemies, He-Man and She-Ra, joined forces with their oldest nemesis, Skeletor, and staged an attack on Horde World itself. They defeated Horde World's defenses with the *Starship Eternia's* field disruptor,

allowing the twins and Skeletor to breach Horde Prime's main citadel and attack him just as he was completing his greatest weapon, the Vortex Beam Generator. While He-Man and Skeletor were beamed away with the weapon's key controller, She-Ra defeated Horde Prime. The evil leader's spirit survived and bound itself to She-Ra's armor, temporarily remaking her into the evil queen Despara, and Horde World and the Horde Empire were left in ruins.



IMAGE COURTESY OF DC COMICS

**2012 DC MOTU COMICS**

In the DC comics, Horde World was again the seat of the Horde Empire and the residence of Hordak and his father, Horde Prime. A million years before the birth of Prince Adam, Hordak murdered his father and claimed the Horde Empire as his own.

The Horde spread like a virus throughout the universe, and Horde World became the ultimate battleground between the Cosmic Enforcers and the Horde army. Both were decimated, but Hordak survived, and with the mystic Skull of Horde Prime (the Skull of Power), he built his Horde army on Horde World with his eyes set on the power of Eternia.

## HORROR HALL

**1985 FILMATION POP ANIMATED SERIES**

The dark, towering castle known as Horror Hall was Shadow Weaver's personal sanctuary. From here, she could observe her enemies via a black pool and worked her sinister magic against them. Shadow Weaver kept a library of thousands of spell books within Horror Hall, as well as strange monsters trapped under glass domes.

**1986 UK POP COMIC MAGAZINES**

Horror Hall was the home of Shadow Weaver in the UK comic magazines, located within the Forest of Fear. She kept her hundreds of spell books and magical artifacts at Horror Hall, and hatched her own plots against She-Ra from within its walls.

**2008 MOTU CLASSICS**

Horror Hall was the volcano-based fortress of the sorceress traitor Shadow Weaver in the Horde-occupied territory of the planet Etheria. Shadow Weaver used her black magic from Horror Hall to fight the Etherian Rebellion, all the while plotting to one day overthrow Hordak and seize his powers for herself.

## HOURGLASS MOUNTAIN

**1983 FILMATION MOTU ANIMATED SERIES**

Home to the Keeper of Time, Hourglass Mountain was where the Council of Seasons convened on the first day of spring so that the emperor of Simbar could present himself and ask to rule for another year.

## HOUSE OF DARKNESS

Pyramid of Darkness  
House of Shokoti

**1983 FILMATION MOTU ANIMATED SERIES**

Raised from the Sands of Time by Lord Mask, the mysterious House of Darkness was an extremely steep pyramid with an open-air section near the top. The house was in reality an ancient tomb inhabited by Shokoti and her evil creatures, including ■ black pool from which she conjured her Sleeping Beast to spread ■ Spell of Living Darkness across the world.

**2008 MOTU CLASSICS**

In the Classics continuity, Shokoti's fellow Gar feared her plan to engulf Eternia in darkness, and so they entombed her in the House of Darkness. Sealing her inside it along with her beast companion, the Gar tried to prevent Shokoti's return by burying the House of Darkness beneath the Sands of Time. Years later the shape-shifting wizard Masque raised the temple again and set Shokoti free—until He-Man fought and defeated her for good.

## HOWLING FOREST

**1986 UK MOTU COMIC MAGAZINES**

The Howling Forest was ■ remote forest on Eternia where the genius scientist Jodder lived alone in a



cottage where he could work ■ solitude and devote himself to exploring science for the benefit of humankind. The Howling Forest was inhabited by vicious

apes who served Beast Man, giving him anything valuable that they found in exchange for food. After having two of his inventions stolen by Skeletor's Evil Forces, Jodder realized the Howling Forest was too dangerous ■ base for him to work from and relocated to the Royal City.

## HYPERSPACE

**1984 GERMAN MOTU AUDIO PLAYS**

Hyperspace was an otherworldly realm ruled by the evil Satma. In Hyperspace, gigantic birds flew through ■ sky that featured snake-shaped light streams instead of stars. Instead of plants, crystalline structures rose out of a red mist that filled the entire realm. Hyperspace's inhabitants were invisible, horrible monster warriors that could only be seen through a spell cast by Orko. Time passed differently in Hyperspace, as five seconds there equaled twenty minutes on Eternia. Ice from Hyperspace was known to be very dangerous, and a minor scratch caused by a sword laced with the ice was able ■ put He-Man into a near-death state. He-Man, Man-At-Arms, and Orko entered Hyperspace through a machine constructed by Snout Spout from parts of his own spaceship.

## LALA

**1986 BRAZILIAN ESTRELA MOTU MINICOMICS**

lala was a small planet populated by miniature people who sent their powerful dwarf ships to attack Eternia. When questioned by Zodac, the tiny commander of lala's forces explained that the planet's denizens had polluted and ruined all the water on lala. Because of their planet's dismal state, lala launched an attack on Eternia in a bid to relocate all of the planet's inhabitants there. Fortunately, Skeletor inadvertently gave Man-At-Arms the idea to send ■ portion of Eternia's clean water to replace lala's own polluted supply.

## ICE DESERT

**1986 GERMAN POP AUDIO PLAYS**

High up in Etheria's North, Frosta was queen of the Ice Desert. Though the extremely cold region's population was unknown, attendants served their queen within the warmth of her Ice Palace.

## ICE MOUNTAINS (I)

**1983 FILMATION MOTU ANIMATED SERIES**

Located in the extreme north of Eternia, the Ice Mountains were part of the frozen northern pole. The Ice Mountains were home to the Dragons of Darksmoke, the Crystal Sea, and many savage polar creatures.

**1983 LADYBIRD MOTU BOOKS**

The Ladybird canon similarly described the Ice Mountains as ■ rugged range in the northern polar region of Eternia. It was one of the most dangerous and foreboding locations on the planet, home to many dangerous creatures, such as Wyverns, Ice Hackers, trolls, and Gnolls. There was also a race of dwarves living within the caverns that twisted through these mountains.

## ICE FOREST

**1986 UK MOTU COMIC MAGAZINES**

The Ice Forest was ■ frozen region of the Eternian countryside where the Evil Horde had built an oil well, drilling deep into the ice to acquire oil for Hordak's fleet of Batmex crafts. This excavation polluted the area while increasing the power of the Horde's fleet. When the Heroic Warriors discovered the Horde's operation in the Ice Forest, Snout Spout used his powers to overcome the Troopers and bring an end to the Horde's destructive drilling of this once-pristine area.

## ICE ISLAND

**1983 FILMATION MOTU ANIMATED SERIES**

Located in the middle of the Lake of Fire, Ice Island was a frozen area composed of rock and ice, located deep within the Caverns of Perpetua.





Many strange and mystical locations were hidden in the nooks and crannies of the Ice Mountains, such as the Vale of Caldor.

#### 1984 UK WORLD MOTU ANNUALS

As in other continuities, the annuals canon situated the Ice Mountains in Eternia's polar north, yet uniquely described them as resembling lethal spikes of ice-covered stone that glittered blue, purple, and crimson in the sunlight.

#### 2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

While still located in the frozen north, if not necessarily as far as the pole of Eternia, in this canon the region was home to a secluded race of intelligent yeti-like beasts called the Kulataks and was rich with deposits of rare Eternium ore.

Small and mysterious wolf-like creatures apparently lived in these mountains as well, as one appeared only for a moment and then disappeared into a snowbank as Stratos flew overhead.



#### 2008 MOTU CLASSICS

While still in the north of Eternia, in the Classics continuity the frozen mountain range extended across both the Light and Dark Hemispheres and contained the city of Stilia, as well as being the home of Icer, a master of controlling cold weather. The Ice Mountains were also the location of the Northern Weather Station, which Icer seized on Skeletor's orders in order to enact a plot to spread cold weather across Eternia.

## ICE MOUNTAINS (II)

#### 1985 UK WORLD POP ANNUALS

The Ice Mountains of Etheria were located in one of the planet's polar regions. Hordak once tested a device called the Ice Weapon in the Ice Mountains, but because of a slight error the device caused the ice to melt. When the oceans and seas began to flood, She-Ra and Mermista discovered Hordak's plot when they went to the Ice Mountains to investigate. Everything was put back into place, and the Ice Weapon was destroyed.

## ICE REGION

#### 1984 GERMAN MOTU AUDIO PLAYS

The Ice Region was an arctic area in Eternia's North. It was populated by ice giants, as well as the Arktoners.

## ICE VALLEY OF DEATH



#### 1987 GERMAN EHAPA MOTU COMICS

The Ice Valley of Death was a large frozen region that no Eternian had ever traveled to, for according to the Elders, anyone who entered the valley would find certain death. Nasty storms there blew between large forbidding ice structures.

Nevertheless, the Heroic Defenders traveled to this deadly valley when Skeletor held the king and queen there as prisoners inside of a large ice castle.

## INCENDRIA



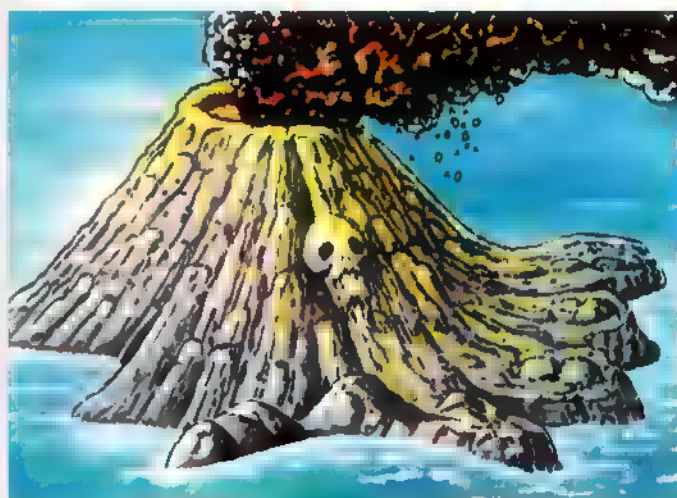
#### 1986 UK MOTU COMIC MAGAZINES

Formerly part of a burning sun in the Korlite Galaxy, Incendria was a planet once inhabited by Fire Sprites. When a second sun passed very close by, a chunk of the Korlite Galaxy sun was torn out of its position and became the world of Incendria, which slowly cooled down, until only a tiny portion remained hospitable to the sprites.

Incendria eventually became completely uninhabitable for the Fire Sprites when Queen Neja, who was cursed by the Cloud of Entropy, came traveling through Incendria on her search for the Nightworld. She had been unaware that Incendria was inhabited at all, but the Cloud of Entropy, the result of a curse by the villainous sorcerer Wraithbinder, enveloped much of Incendria and completely eradicated the conditions necessary for the Fire Sprites to survive.

When the Fire Sprites traveled through a portal to Eternia and told He-Man their story, He-Man himself ventured through the portal to their planet to investigate the source of the cloud. Once on Incendria, he was trapped by Clay People who emerged from the Senti-Mud, only to then be taken by Gem-Men to Queen Neja, who told him of her predicament. He-Man returned to Eternia, where the Sorceress combined her powers with those of Queen Neja on the other side of the portal to send the Fire Sprites to a new home on Eternia's sun. Subsequently, He-Man and the Sorceress returned to Incendria, where they helped lift the curse on Queen Neja and destroyed the Cloud of Entropy.

## INFERNO ISLAND



#### 1983 LADYBIRD MOTU BOOKS

Inferno Island was a volcano in the Eternian Sea. He-Man used the Talon Fighter to cause the volcano to erupt. Once the lava reached the seawater, it began to boil, quickly warming the water and causing the icy prison around the Royal Family's vessel the Sea-Eagle to melt.

## INFINITA

#### 1984 UK WORLD MOTU ANNUALS ■ 1986 UK MOTU COMIC MAGAZINES

The planet of Infinita was Skeletor's original home in the World annuals and UK comics.

## INNER SANCTUM

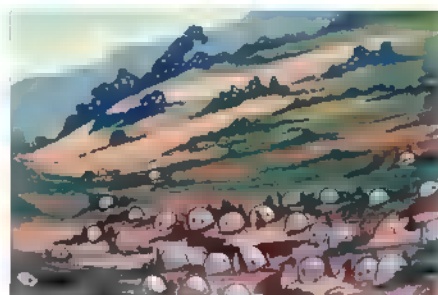
**1986 UK MOTU COMIC MAGAZINES**

Skeletor's Inner Sanctum within Snake Mountain was connected with Eternia's Twilight Zone. It was



here that Skeletor took one step into the outer limits of magic by calling Targoz the Terrible forth from the Demon Dimension.

## INSECT PEOPLE'S VILLAGE



**1983 FILMATION MOTU ANIMATED SERIES**

The Insect People's Village was located beneath Rose Mountain. When Orko took the rose to give to Dree Elle, the mountain began to collapse, threatening the village below.

## INSECTIA

**2008 MOTU CLASSICS**

Insectia was a green-and-yellow planet located near the edge of the Horde Empire's space. Insectia visually resembled the planet Florania except that it lacked any satellites of its own.

## INTERGALACTIC FOUNDATION SPACE STATION



**1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES**

The Intergalactic Foundation Space Station was taken over by Skeletor and the Mutants in order to lure the Scientists of Primus into a trap.

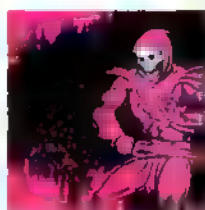
## INTERSTELLAR CIRCUS



**1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES**

Resembling a traditional Earth-based circus tent, the Interstellar Circus was run by Professor Galactica—who was actually Skeletor in disguise. Skeletor tricked the Scientists into attending the circus in order to kidnap them.

## IRON FOREST



**1984 UK WORLD MOTU ANNUALS**

The Iron Forest was a very dark and very large forest containing only one very old and overgrown path. The forest was located to the south of the king-

dom of Eternia. Travelers would often get lost in the forest and very rarely escaped alive. A settlement of dwarfs lived in an impenetrable fortress located in the heart of the forest, where they guarded the magical Lodestone of the Iron Forest.

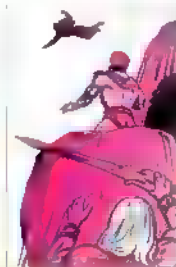
On one occasion, Evil-Lyn disguised herself as a damsel in distress to fool the dwarfs, who were notoriously boastful and loved to show off their treasures. The dwarfs were easily swayed by a beautiful face, and she used her influence to steal the Lodestone from them.

## IRON MOUNTAINS

**1984 UK WORLD MOTU ANNUALS**

The Iron Mountains were a cold, windswept mountain range located in a southern region of the planet of Eternia. The gray mountains looked as if they were made of iron and were smooth as glass. They were easily the planet's most dangerous mountain range. Located upon one of the mountains was a mysterious shrine, unreachable due to the steepness of the mountain's face. All those who tried to reach it fell to their deaths. Legends said there were also mysterious Keepers of the Shrine who further protected the shrine and its many treasures.

At one time, Skeletor planned to use his magic to ascend the mountain, steal the treasure, and sell it to fund his war efforts against the forces of good. As usual, Skeletor failed when He-Man, Gorpo (Orko), and Stratos got involved.



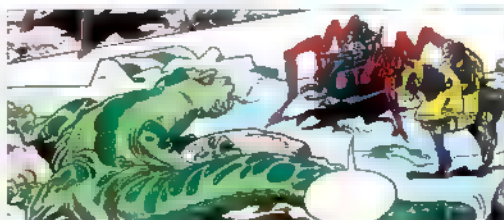
## ISLAND OF AMERIOS

**1986 UK MOTU COMIC MAGAZINES**

The Island of Amerios was once the site of a great war between two opposing tribes. When the two mighty armies clashed in their final battle, they were both snatched from their time period by the evil sorcerer Polk, who made them into the Forgotten Army, his own tool for conquest of the entire universe.

Many years later in the ruins of Amerios, Mer-Man found the Book of Powers, which told the secrets of the island. Evil-Lyn used her magic to command the book to take the Evil Warriors to its power source—but they wound up as captives of Polk and pitted against his soldiers so that he could transfer the powers of both the Heroic and the Evil Warriors to his own army of warriors from Amerios. When the Elders of Eternia defeated Polk's scheme, the warriors of Amerios were returned to their own time period.

## ISLAND OF MONSTERS



**1986 UK MOTU COMIC MAGAZINES**

The Island of Monsters was the home of many great demons—one of the most powerful being Kanzilla. Skeletor and Beast Man traveled to the Island of Monsters intending to find Kanzilla and enslave him with Beast Man's powers. After encountering a large lizard creature that Beast Man mistook for Kanzilla, Beast Man used his powers to attract the real Kanzilla to them. With him under their power, they returned to the mainland. However, as

Kanzilla was not evil but a noble and harmless demon by nature, he returned to the Island of Monsters once he was free from Beast Man's mind control.



## ISLAND OF TERROR



## 1987 GERMAN EHAPA MOTU COMICS

The Island of Terror was discovered by the Heroic Defenders in the Fogs of Confusion. It flew through the air and was covered with jungle plants on its surface. The island turned out to have been created by Skeletor. Its course and even its weather could be controlled from a secret command center inside of it. Several traps, including a Slugodon, were incorporated into the island, with the intent to kill He-Man and his friends. When the heroes survived all of Skeletor's traps, he directed the island to the Moon of Eternal Waters before abandoning it. On the moon, the Island of Terror was consumed by a gigantic maelstrom.

## ISLAND OF TITUS

## 1984 UK WORLD MOTU ANNUALS

The Island of Titus was a small island in the Guardian Sea, located on the planet of Primus.

## ISLAND OF WILDFLOWERS

## 1986 GERMAN POP AUDIO PLAYS

The Island of Wildflowers was located near Flutterina's home, southeast of Crystal Palace. The small isle was completely covered in magical wildflowers that paralyzed anyone who went too close to them. Victims of the flowers could be reawakened with silver leaves from the Tree of Living Dimensions.

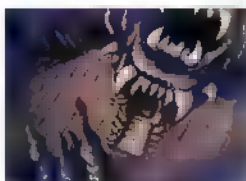
## ISLANDS OF THE STAR BRIDGES

## 1984 GERMAN MOTU AUDIO PLAYS

The Islands of the Star Bridges were a group of beautiful islands located in western Eternia. There, during unclouded nights, it was possible to clearly watch what was happening on other planets.

In his masquerade as Trojan, Trap Jaw pretended to originate from these islands.

## ISLE OF TEARS



## 1983 FILMATION MOTU ANIMATED SERIES

The Isle of Tears was an imposing island that was home to the sinister castle of the evil Gorgon. The isle was once ruled peacefully by King Danton before Gorgon overthrew him. The castle's entrance was under a terrifying demonic face, and Gorgon's chamber inside was laden with the skulls and bones of creatures that had presumably once inhabited the island. Gorgon himself sat upon a throne flanked by his guards.

## JAMIE RIVER

## 1986 UK POP COMIC MAGAZINES

Shadow Weaver once held Rebel archer Bow captive near the Jamie River on Etheria while under the mistaken impression that he knew She-Ra's secret identity. When Shadow Weaver teleported Adora, Madame Razz, Broom, and Kowl to the river, believing they were of no use to her scheme, she inadvertently allowed them to rescue Bow.

## JANTIX

## 2008 MOTU CLASSICS

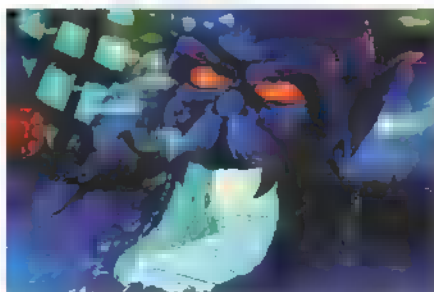
Jantix was a planetoid located inside the Horde Empire's space in the Eternian Dimension. Jantix appeared to have been destroyed either in battle or from overmining, as only one of its hemispheres appeared intact.

## JANTIX II

## 2008 MOTU CLASSICS

Jantix II was a heavily industrialized planet located inside the Horde Empire's space in the Eternian Dimension. Jantix II's surface was completely engulfed by worldwide technological development.

## JAWS OF DARKNESS



## 1985 FILMATION POP ANIMATED SERIES

The Jaws of Darkness was the first challenge on the path leading to the kingdom of the First Ones in the underworld of the planet Etheria. Once the challenger entered the stairway, a spiked ball was released, threatening to crush them.

## JAYMS-TOWN



## 1986 UK MOTU COMIC MAGAZINES

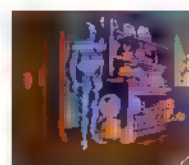
Jayms-Town was a small village in Hordak's Fright Zone on Eternia. Most of its residents were good people who lived in fear of the Horde, but one citizen, Ade-Ren, was tempted by the ways of evil and formed his own scheme to gain power. Creating his own Horde Trooper costume, he terrorized his fellow villagers in the guise of a Trooper, robbing them under the pretense of collecting Horde taxes. When Mantenna reported to Hordak that a rogue Trooper had been terrorizing Jayms-Town, Hordak visited the village and exposed Ade-Ren as a fraud before taking him prisoner.

## JER-HOLT'S TRADING POST

## 1986 UK MOTU COMIC MAGAZINES

Jer-Holt's Trading Post was the trade outlet of Jer-Holt, a well-known traveling merchant and notorious swindler. When fellow traders and swindlers Cavenor and Deen bought some items from Jer-Holt's Trading Post, they found they included the bottle containing the Reeb Monster, a demon that the traders wound up giving to Hordak.

## JEWELER'S SHOP



## 1985 FILMATION POP ANIMATED SERIES

Glimmer brought her mother's crown to an Etherian master jeweler's shop for repairs. Inside the shop, he displayed

various priceless objects, some contained in standing display cases.

## JODDER'S HOUSE



1986 UK MOTU COMIC MAGAZINES

Jodder's house, located deep in the heart of the Howling Forest of Eternia, was where the great scientist conducted his experiments in solitude. After his home was invaded by one of the forest apes under the control of Beast Man, Jodder's greatest invention, his shrinking serum, was stolen.

Following this incident, an alarm system was installed in the house on King Randor's instruction, so Jodder could contact the Heroic Warriors in the case of any future attack on his home. However, Skeletor managed to successfully conduct another infiltration, sabotaging the alarm system and stealing Jodder's enlargement serum. When the enlargement serum was used on Kobra Khan, Khan increased to giant size and crashed through the roof, destroying the cottage. Thereafter, Jodder relocated to the Royal City of Eternos to continue his work in safety.

## JUNGLE

1983 FILMATION MOTU ANIMATED SERIES

The incredibly dense and colorful jungle was a mysterious place on Eternia, home to the dueling kingdoms of Operon and Targa. The two kingdoms were separated by a river that ran through the jungle. High above the city of Targa was a mountain which contained a lake.



## JUNGULIA



1986 UK MOTU COMIC MAGAZINES

Jungulia was a planet on the outer edge of the spiral arm of the N24 Galaxy. A large jungle world, it was the home of Grizzlor, a young member of the race of hairy, beast-like, but peaceful Jungulians. Grizzlor wound up in Hordak's service after Horde Prime's Sata-Spies hovered above Jungulia and mistook the innocent Grizzlor for a powerful Evil Warrior when they heard him playing with a mysterious set of weapons he had stumbled upon in one of Jungulia's caves. As Hordak was Horde Prime's ruler for this sector of the universe, he was assigned the task of traveling to Jungulia and recruiting Grizzlor into his Horde. Once Grizzlor was beamed aboard Hordak's ship, all memories of Jungulia were erased from his mind.

2008 MOTU CLASSICS

Jungulia was a green, heavily forested planet located inside the Horde Empire in the Eternian Dimension in the Classics canon. Jungulia was originally a peaceful planet with natives who were extremely long lived. One of the natives, Gur'rull Gu'rroowarrk, was abducted by the Evil Horde and brainwashed to become the Horde warrior Grizzlor.

## JUNK ASTEROID



1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Skeletor and the Mutants were forced to make an emergency landing on the Junk Asteroid after the Mothership was heavily damaged. On the asteroid, they found not only mountains of junk, but also high-tech weaponry left behind by an advanced race.

## KARIB

2008 MOTU CLASSICS

Karib was a planet located deep within the Horde Empire in the Eternian Dimension. Unlike many of the worlds clustered near Horde World, Karib did not appear to be a technologically advanced planet from space. Much of Karib's surface was blue ocean with one large yellow landmass.

## KARTAN'S TOMB



1986 MOTU NEWSPAPER STRIPS

The tomb of the ancient mystic Kartan was located in the arid Far Westland of Eternia. Within the cavernous, maze-like tomb rested Kartan's sarcophagus, which was hidden behind a secret passageway. According to Prince Adam, after Castle Grayskull, Kartan's Tomb was the most legendary place in Eternia.

## KEX KINGDOM

1983 MOTU MINICOMICS

The underground Kex Kingdom was located deep within Eternia and accessible via a passageway leading from Castle Grayskull. Beast Man once attempted to subjugate the Queen of the Kex, hoping that once the eggs of the Kex people hatched, he would have an army of his own.

When the Queen of the Kex struggled against Beast Man's magical bonds, Eternia itself shook.

2008 MOTU CLASSICS

The Kex Kingdom was an underground insect hive located in Subternia on the planet Eternia. The kingdom appeared accessible from various mounds visible on the planet's surface near the southern Polar Icecap somewhere in Eternia's Dark Hemisphere.

## KING HISS'S CAVERNS

1986 UK MOTU COMIC MAGAZINES

After he had been freed in present-day Eternia, King Hiss used a range of underground caverns as his headquarters. These snake-infested caves were linked with Snake Mountain, allowing him easy access to Skeletor's domain.

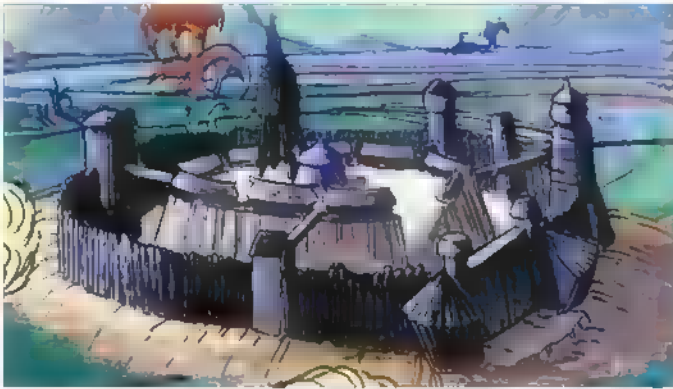
## KANDROX

2008 MOTU CLASSICS

Kandrox was a small black planet located inside the Horde Empire-controlled space of the Eternian Dimension.



## KING STEFEN'S CAMP



**1983** FILMATION MOTU ANIMATED SERIES

In Dyperia, King Stefen was at war with the Torcs. In his encampment near the underground caverns, he challenged the Torcs, who believed at the time that he was invincible due to the Starcrystal. Neither the Torcs nor Stefen's own son Dal realized the crystal was actually a useless rock.

## KINGDOM OF BLUESTONE

**1985** FILMATION POP ANIMATED SERIES

Controlled by the Great Rebellion, the kingdom of Bluestone was home to a fortress that contained civilian homes and businesses. The fortress surrounded and protected the town from Horde invaders. The tops of the towers looked like helmets, and on one occasion She-Ra used them like a dome to trap Horde vehicles.



## KINGDOM OF BRIGHT MOON

**HI FAME!**

Kingdom of Brightmoon

**1983** GOLDEN MOTU BOOKS,  
**1983** LADYBIRD MOTU BOOKS,  
**1984** UK WORLD MOTU ANNUALS  
**1985** FILMATION POP ANIMATED SERIES

The kingdom of Bright Moon was one of the most prominent principalities overthrown by the Evil Horde upon their invasion of Etheria. With the formation of the Great Rebellion, the forces of good reclaimed Castle Bright Moon and its surrounding kingdom. The winged Queen Angella was Bright Moon's ruler; she could channel Castle Bright Moon's magical powers that came from the full Etherian moons. Angella used this magical force to defend her kingdom and prevent the Horde from retaking the castle. Under Angella's rule, the kingdom was a safe haven for her Rebel allies. The Whispering Woods and villages such as Thaymore fell within the kingdom of Bright Moon's borders.

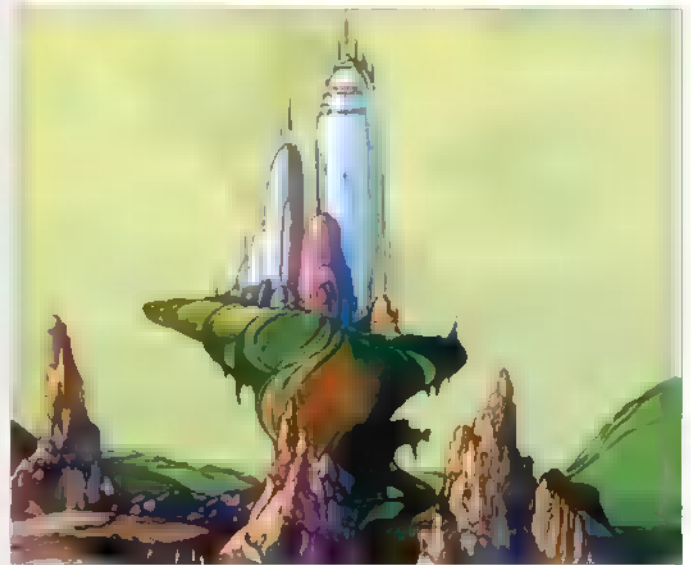
**2008** MOTU CLASSICS

In the Classics continuity, Bright Moon was the largest kingdom of Etheria and the first to be overthrown by the invading Horde army of Hordak, who declared the Queen Regent Angella and all her subjects slaves of the Horde Empire. Angella became the first monarch to openly defy the Horde and helped found the Great Rebellion with her daughter Glimmer in the nearby Whispering Woods. Entrapta, an embittered illegitimate ruler of Bright Moon, joined Hordak's forces instead of Angella's Rebellion. After the Horde left Etheria to conquer the planet Eternia, Angella stayed behind to rebuild Bright Moon while other Rebels, including Glimmer, left with She-Ra to carry on the fight against the Horde on Eternia. Following the Second Ultimate

Battleground, Glimmer returned to take her place at her mother's side, helping to rule Bright Moon.

Some members of Angella's court in Bright Moon became key members of the Rebellion, including the nobleman Kyle Reccula, who became the Rebel archer Bow. Another Rebel loyal to Bright Moon was the princess of GreenGlade, Rebekkah Kettle, Glimmer's shape-shifting cousin who became the Rebel spy Double Mischief within the Horde.

## KINGDOM OF ERELANDIA



**1985** FILMATION POP ANIMATED SERIES

Ruled by King Duplis, the kingdom of Erelandia was a beautiful landscape with a towering castle. Like many Etherian kingdoms, Erelandia was subject to the Horde and forced to give food and shelter to Horde Troopers. The king was protective of his son, Prince Hazar, and did not wish to challenge the Horde. Despite his father's cooperation with the Horde, Hazar was very supportive of the Rebellion. This got him into trouble, and he was sent to the Mines of Mondor.

## KINGDOM OF ETERNOS

**1986** MOTU NEWSPAPER STRIPS

The kingdom of Eternos was a vast area which included the eponymous capital city of Eternos as well as its surrounding villages, lands, and territories. While Randor was the king of Eternos in the newspaper strips, he was also the High King of all Eternia, meaning that all other kingdoms on the planet answered directly to Randor and the kingdom of Eternos. Embassy Row, a series of buildings populated by diplomats from various kingdoms, could be found within the kingdom of Eternos, near Eternia Park.

## KINGDOM OF GREENGLADE

**2008** MOTU CLASSICS

The Etherian kingdom of GreenGlade was the home of Princess Rebekkah Kettle, cousin to Glimmer of Bright Moon. GreenGlade was loyal to Bright Moon, although Princess Rebekkah herself took on the identity of Double Mischief, a secret spy for the Rebels working within the Evil Horde.

## KINGDOM OF GREENLEAF

## 1983 GOLDEN MOTU BOOKS

Greenleaf was a small kingdom located on the planet of Etheria. This kingdom was ruled by its only heir, Prince Daniel, who was in love with Princess Ellanella of the kingdom of Stardell. When the two sweethearts were very young, they swore an oath to always love and protect each other.

When Princess Ellanella announced her engagement to Prince Daniel, the Great Rebellion was joyous, because this meant that their two little kingdoms would unite as one and become powerful allies. However, Catra had other plans in mind, as she was able to enchant her black panther, who in turn transformed Daniel into stone and cast a spell that made Castaspella accidentally turn Ellanella into a deer. Due to the oath that was taken between the two lovers, Princess Ellanella was able to break the enchantment that had transformed her and Daniel. They were then able to happily marry and join their two kingdoms.

## KINGDOM OF SILVANOS

## 1984 UK WORLD MOTU ANNUALS

The kingdom of Silvanos was a sovereign state neighboring the kingdom of Eternia, ruled by King Randor's cousin, King Sullei. This province was known for its great hospitality and big-game hunting, while the people who lived there were described as somewhat eccentric. Nevertheless, their soldiers were well trained and highly capable of defending the kingdom against any attacks from Skeletor.

In the West there lay a village nestled among the trees and the supposedly dormant volcano. This was also the home of a famous oracle known to be the sister of King Sullei.

## KINGDOM OF SNOWS (I)



Kingdom of the Snows

## 1983 GOLDEN MOTU BOOKS

The Kingdom of Snows was a frozen kingdom in the northern polar region of Etheria. This snowy kingdom was the home of Frosta, the Ice Empress, who ruled her kingdom from Castle Chill.

## 1984 UK WORLD MOTU ANNUALS

In the *Annals* continuity, the Kingdom of Snows was described as a dazzling white landscape of snow and ice stretching as far north as the eye could see and was the coldest place in all Etheria. As in the Golden Books canon, Frosta the Ice Empress was ruler of this ice-cold kingdom.

## 1986 UK POP COMIC MAGAZINES

The UK comics continuity, although not describing its precise location, similarly portrayed the Kingdom of Snows as the icy region where Frosta lived in her ice palace.

In this canon the Kingdom of Snows had never been troubled by the Horde until they invaded the lower warrens of the Wuglies, a troll-like race who lived beneath a large mountain in the kingdom. The Horde had set up a mining operation there, which would have resulted in the flooding of the Wuglies' home, so She-Ra and Frosta worked to destroy the mines and free the Wuglies' domain.

## 2008 MOTU CLASSICS

The Kingdom of the Snows was the domain of Frosta, Ice Empress of the planet Etheria. Frosta ruled this kingdom from her mountain citadel, Castle Chill.

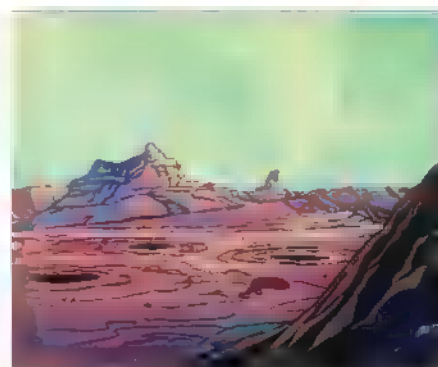
Although the Kingdom of the Snows was not directly stated to be located in the polar region, the Classics canon otherwise described the kingdom identically to the Golden Books continuity.

## KINGDOM OF SNOWS (II)

## 1986 BRAZILIAN EDITORA ABRIL MOTU COMICS

The Editora Abril comics referenced a Kingdom of Snows, though it was seemingly on Eternia instead of Etheria. Young Princess Narani hailed from there.

## KINGDOM OF SPIKEHEART



## 1985 FILMATION POP ANIMATED SERIES

After offering their help to drive away the Horde, the trolls were thwarted by the people of Etheria and removed themselves to their kingdom of Spikeheart. Their distrust of aboveground Etherians forced them to make a life underground, and they rarely came to the surface.

## KINGDOM OF STARDELL

## 1983 GOLDEN MOTU BOOKS

Stardell was a small kingdom ruled by its only heir, Princess Ellanella, who was in love with Prince Daniel of the kingdom of Greenleaf. From the Palace of Stars, Princess Ellanella ruled her kingdom.

SEE ALSO: KINGDOM OF GREENLEAF

## KINGDOM OF TARN



## 1984 UK WORLD MOTU ANNUALS

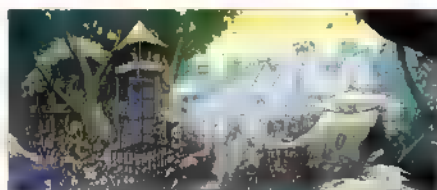
The kingdom of Tarn, a neighbor of Eternia, was ruled by Queen Amaxa.

The queen ruled her kingdom with the magic Crown of Tarn. Queen Amaxa's mother and King Randor's mother were sisters, making the kingdoms of Tarn and Eternia very close.

The Royal Palace of Tarn was built on an island in the middle of a huge lake. A heavily guarded causeway led from the island to the mainland, and no stranger could possibly enter without alerting the attention of a dozen guardsmen.



## KINGDOM OF TRINOK



2002 MVMCREATIONS MOTU COMICS

The kingdom of Trinok was ruled over by King Trinok, a large hog-like creature with teal fur. ■ was located in the Berserk Islands, surrounded by thick jungle. Around the three-towered castle were many huts where his citizens lived, while in the castle itself King Trinok kept dungeons as well as a large arena where prisoners were to be cooked for feasts.

It was here that Beast Man and Keldor found themselves after being ambushed by Trinok's men. The duo fought their way out of the arena—Keldor killing Trinok in the process—and thus had a bounty placed on their heads.

## KINGFISHER FALLS

1985 LADYDIRD POP BOOKS

The Kingfisher Falls was one of the two waterfalls located on the mountain where the Crystal Castle stood.

## KINGS HILL

1985 FILMATION POP ANIMATED SERIES

On Eternia, Kings Hill was a ridge on the other side of the Royal Palace. When Adora traveled to Eternia, the Horde hijacked the space portal and sent her into Eternia's past. When she reached Kings Hill, a distinctive landmark, she discovered that the Royal Palace was not behind it, leading her to question what had happened.



## KING'S WAREHOUSE



1983 FILMATION MOTU ANIMATED SERIES

Within the Royal Palace, all the food supplies for the king's feasts and the rest of the palace were stored in the King's Warehouse. It

contained ■ section for upcoming meals and feasts. It was here that Orko's Baking Soda Pie, which was meant for the king and queen, was found by the Insect People called the Tycons, who broke into the warehouse and ate it.

## KLANT MOUNTAINS



1984 UK WORLD MOTU ANNUALS

The Klant Mountains were snow-covered peaks located in one of the polar regions of the planet of Eternia. These cold and treacherous mountains only housed one settlement, hidden deep within the range. This was the village of Klant, known for its spring waters which allowed the inhabitants of the village to live to be approximately two hundred years old.

## KOALA VILLAGE



1986 UK POP COMIC MAGAZINES

The Koala Village was home to the race known as the Koala People. When the Horde's Fright Zone was expanding to encompass the Koala Village, during an assault on the settlement itself by Horde Batmex, She-Ra and Bow came to the rescue of the Koala People, driving the Batmex from the village.

The Koala People were unable to move the town because their babies were very sick and the only cure was the juice from the Ghost Blossoms, found only in the Dead Zone within an active volcano. She-Ra retrieved the Ghost Blossoms from the volcano and gave them to the village doctor, who then treated the babies with the precious juice. Once the children had recovered, the Koala People moved on to find ■ home away from the Fright Zone and set up a new village near the Blue Mountains.

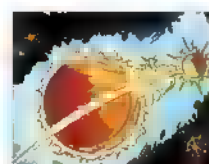
## KODRA KHAN'S CASTLE

1984 GERMAN MOTU AUDIO PLAYS

Kobra Khan's Castle stood within ■ forest located in the Mystic Mountains. Its towers were shaped like snake heads, and the castle itself as well as the surrounding area was populated by a great many snakes. As part of Kobra Khan's plan to take revenge on He-Man, Man-At-Arms was lured to the castle by Mantenna and imprisoned there.



## KORLITE GALAXY



1986 UK MOTU COMIC MAGAZINES

The Korlite Galaxy was a distant star system that was home to the world of Incendria.

This galaxy's blazing sun had been home to a race of Fire Sprites.

When ■ second sun passed close by, ■ chunk of the Korlite sun was torn from its natural position. It gradually cooled down and became the world of Incendria. The Fire Sprites continued to inhabit Incendria until the planet became too cool for them.

## KOR'S PALACE



1983 FILMATION MOTU ANIMATED SERIES

Located in the Darklands, Kor's Palace was a tiered, dome-shaped structure in which he, his daughter Mira, and the Reptile Men lived. It was positioned next to the very prison that held the Crimson Scourge.

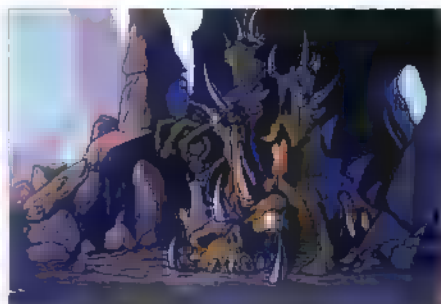
## KOTHOS'S PALACE

1983 FILMATION MOTU ANIMATED SERIES

The evil wizard Kothos ruled over ■ mysterious palace that levitated over the skies of Eternia. The palace's interior was beautifully designed and reflected the great wealth the villain had acquired, while talon-like towers protruded from its purple domed exterior.

Kothos's orc warriors also resided within the structure and would follow his every command. By clapping his hands together, Kothos could summon his floating palace at will, even from a great distance.

## KROOM FORTRESS



**1983 FILMATION MOTU ANIMATED SERIES**

The strange pig-like Krooms kept a fortress in a monster-filled forest on Trolla. The fortress sat atop a steep cliff and was an imposing stronghold with sharp, jagged towers and cavernous, spooky corridors.

## KRRLAK'S NETHERWORLD



**1986 UK MOTU COMIC MAGAZINES**

Krrylak the Mighty, the vilest demon in the thousand dimensions, resided in his own dark Netherworld. When Krrylak was accidentally unleashed onto Eternia by one of Orko's spells, Orko himself was stranded in Krrylak's Netherworld, along with Prince Ter'Ryl.

In the Netherworld they encountered a giant lizard creature, man-eating plants, and a fierce dragon. Once the Sorceress and He-Man had defeated Krrylak on Eternia, the demon and his horde were banished once more into the Netherworld, while in turn Orko and Ter'Ryl were brought back to Eternia.

## KYLAX SYSTEM

**2008 MOTU CLASSICS**

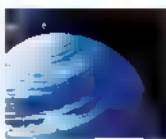
The Kylax System was the home of the Space Pirate Ritter, who later went by the name of Blade and became one of Skeletor's Evil Warriors.

## KYLEX

**2008 MOTU CLASSICS**

Kylex was a small planet encircled by three rings in an asterisk formation, located inside the space of the Horde Empire in the Eternian Dimension.

## KYRTIS



**1985 FILMATION POP ANIMATED SERIES**

The planet Kyrtyis was home to Mondor and its infamous mines. If the people of the port town of Graydor were any indication, the populace of Kyrtyis were not happy people.

## LADYRINTH OF PERPETUA

**1983 LADYBIRD MOTU BOOKS**

The Labyrinth of Perpetua was built underneath the Plain of Perpetua centuries ago to imprison the most dangerous monsters and creatures on Eternia. It was the home of the fabled Behemoth, which was the most terrible of all the creatures from the Labyrinth. Outside the maze, the structure had the appearance of crumbling stone pillars holding up a half-broken arch.



## LAKE KROLY



**1986 BRAZILIAN EDITORA ABRIL MOTU COMICS**

Lake Kroly was a large body of water located in the village of Kol on Eternia.

## LAKE OF GNARL

**2008 MOTU CLASSICS**

The Lake of Gnarl was a body of water in Preternia where the Slebetor Slug-Men lived. When the Horde arrived on Eternia they magically summoned one of the Slug-Men, K'ull'leusshhhh, and wiped his mind to bolster their forces during the Great Wars, thus turning him into Leech, the monstrous Master of Power Suction.

The lake's exact location was never revealed, nor was its fate after Hordak cast the Spell of Separation that changed Eternia's landscape; however, it may have become part of the Ocean of Gnarl.

## LAKE OF THE LOST



**1983 FILMATION MOTU ANIMATED SERIES**

The Lake of the Lost was the location of both Count Marzo's fortress and the Well of Forgetfulness. In an evil plan, Count Marzo plotted to merge the waters from the Well of Forgetfulness with those of the Lake of the Lost, to protect the hiding place of the Ring of Remembrance.

## LAKE VORTEX



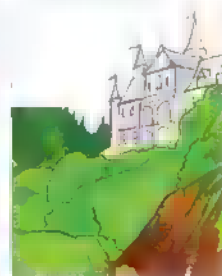
**2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES**

Lake Vortex was said to appear on Eternia's plane of existence once every thousand years in the Plains of Perpetua. Its magic red water was used by Man-At-Arms to create an ornate belt capable of draining Skeletor's own energy for every evil deed he committed—or even thought of committing.

## LAND OF ENDOR

**1985 GOLDEN POP BOOKS**

The Land of Endor was once an ancient land that disappeared along with its inhabitants—Endor himself, Endor's wife, and their daughter Astral, who lived in a silver castle.



After observing strange occurrences on Etheria, She-Ra and Glimmer stumbled upon this location, which was frozen in time. Endor had been stealing the magic of Frosta to keep his land frozen, since his wife had grown deathly ill and by preventing the flow of time, he had artificially prolonged her life. After She-Ra cured Endor's wife with her healing magic, she helped Endor send his realm into the Land of Legends.



## LAND OF FERROS



### 1986 UK POP COMIC MAGAZINES

The Land of Ferros was one of the strangest regions on Etheria. Everything in it was made from metal, even the plants. Legend had it that a robot once had been marooned there and took up gardening to pass the time, and the metal plants were his idea of beautiful flowers.

Catra took Madame Razz, Broom, and the Twiggetts to the Land of Ferros and forced them to obtain some of its metal, in order to make her a sword infused with a power as strong as She-Ra's.

## LAND OF GIANTS

### 2008 MOTU CLASSICS

The Land of Giants in the Mountains of Perpetua was the home of the giants of Preternia. These giants kept herds of dinosaurs. One of their number, Tytus, was forced to leave Perpetua after his herd began developing strange techno parts, which were symptoms of exposure to the Horde's Techno-Organic Virus that had passed unwittingly from the warrior Ro to the planet itself.

Tytus and other giants later joined King Grayskull and other Free People of Preternia in fighting the oppression of the evil Snake Men and the invading Horde. After the Truce of the Three Towers, the land became part of the Dragon Territory of Darksmoke, despite the giants' alliance with the Free People. The evil giant Megator also left their home in Perpetua to join the Horde, when Hordak sought allies against the giants who had joined King Grayskull.

## LAND OF LEGENDS

### 1985 GOLDEN POP BOOKS

The Land of Legends was a dimension where people of Etheria's past went to live, in order to escape death. It was here that Endor, his wife Astral, and his guardsmen traveled after She-Ra healed Endor's wife so that he no longer needed to steal Frost's magic in order to freeze the Land of Endor in time.

Since Endor and his family resided in the past, they would cease to exist if they were to enter the present time period. Thus She-Ra helped Endor by magically sending the Land of Endor into the Land of Legends.

## LAND OF SHADOWS

### 1983 GOLDEN MOTU BOOKS

The Land of Shadows was a region that had been turned foul by the evil magic of Skeletor, who had come to rule over this dark, barren land. Anyone who passed onto this land and into its darkness would begin to feel a sense of evil and dread.

Being a dangerous location, it was also filled with demons and other vile creatures. Skeletor eventually lost his hold over this land, following a plan to bring Castle Grayskull itself into the Land of Shadows. Skeletor's evil spell was broken by He-Man, allowing the land to finally feel the light of the sun and turn fertile once again.

## LAND OF THE GRAY ONES

### 1984 GERMAN MOTU AUDIO PLAYS

The Land of the Gray Ones was an area within the Mystic Mountains. It was a forbidden zone, as no one ever returned from it, and all aircraft that flew above it crashed. This was due to the powers of the Gray Ones, the beings who populated the land. Skeletor was the first known man to leave the region alive after he and the Gray Ones had built the Witch-Tower together.

## LAND OF THE WOLF PEOPLE



### 1984 UK WORLD MOTU ANNUALS

The Land of the Wolf People was located many leagues from Castle Grayskull, across the ocean. The Wolf People, who were half human, half wolf, inhabited this land. There were several stone towers located in this seaside region.

Many years in the past, this land was controlled by the She-Wolf Agnar, who ruled her people with a sacred statue—until pirates of the vessel *Tradewind* came along and stole the statue, which then remained missing for many years. It was said that whoever gained possession of the statue would become the leader of the Wolf People.

Skeletor uncovered the statue and tried to use it to control the Wolf People for his own ends. He was foiled in this ambition when He-Man flung the Sword of Power, knocking the statue into the crowd of Wolf People.

## LAREDOS

2008 MOTU CLASSICS

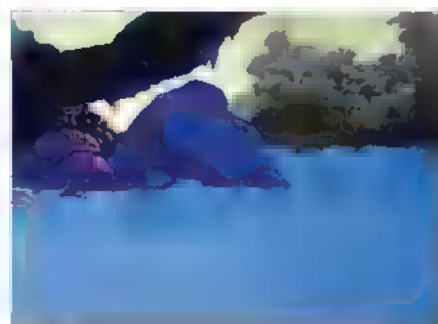
Laredos was a bright planet with one orbital ring located in the Eternian Dimension, just outside the space controlled by the Horde Empire.

## LASER GATE

1984 UK WORLD MOTU ANNUALS

The Laser Gate was the path that Captain Darius and Icarus took to travel back in time, in order to find He-Man on the ancient planet of Eternia.

## LAVENDER POND



1985 FILMATION POP ANIMATED SERIES

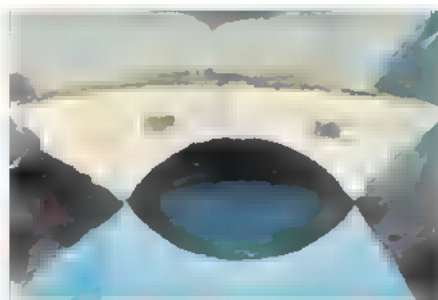
Lavender Pond was a small body of water surrounded by lavender plants among rolling hills. The pond was a popular meeting place for the Great Rebellion.

## LATOS

1986 UK MOTU COMIC MAGAZINES

During the time when the Reality Shaper was present on Eternia and remolding reality to Hordak's desires, the Horde leader's ability to rule Eternia extended to controlling all the warriors on the planet. Hordak instructed a portion of the warriors in his thrall to invade the planet Latos, intending to enslave the population there and transport them to the fertile world of Metalunos, where they would be put to work in the mines.

## LAUGHING BRIDGE



1984 GERMAN MOTU AUDIO PLAYS

The Laughing Bridge was a magical construct built over a small river in the Mystic Mountains. Though it appeared to be a normal bridge built from stones, many Eternians who walked underneath it had vanished forever. The Laughing Bridge got its name from the fact that it resembled a laughing mouth when it was mirrored in calm water. However, this rarely happened, as blowing wind almost always disturbed the water.

The Masters of the Universe encountered the bridge after the Fiery Kingfisher and Man-E Faces had vanished underneath it. Through hints given by the Ice Dwarves, He-Man found out that the winds only stopped blowing when everyone around the bridge behaved humbly. As it turned out, the bridge was a gateway to a place that could be entered only through its laughing mouth. By remaining humble and riding on the ancient Battle Bones, the Masters were able to enter the cave, fulfilling the Ice Dwarves' comment that "if humility and the testimonial of a time long gone mate, the bridge opens for the brave ones."

Behind the bridge, the heroes encountered a gigantic cave containing an entire tiny world, which was illuminated by a diamond stuck in the eye socket of a dinosaur skull. The Monster Warriors had taken up residence in the cave but ultimately had to flee from the Masters of the Universe, as the cave's magic powers caused anyone who behaved with self-congratulatory arrogance to become extremely weak.

## LAUGHING SWAN INN



1985 FILMATION POP ANIMATED SERIES

Located on Etheria in the village of Thaymore in the kingdom of Bright Moon, the Laughing Swan Inn was where Prince Adam first met Bow and Kowl after getting into trouble with passing Horde Troopers.

1985 POP MINICOMICS

In the minicomics canon, the Laughing Swan Inn was portrayed rather differently: built to resemble a jovial pink swan, it featured a balcony built into the swan's "chest." Perfuma's garden was located on the grounds of the inn and was widely considered the loveliest garden in all of Etheria.



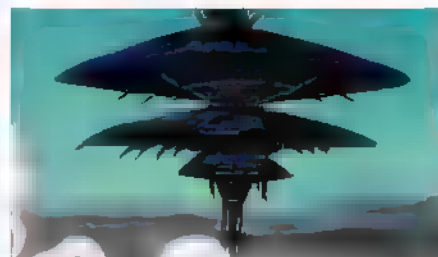
## LESSER MOON



1983 GOLDEN MOTU BOOKS

The Lesser Moon was one of the two moons of Eternia. When both moons of Eternia eclipsed the sun, Skeletor planned to use the burst of power this created. Fortunately, Skeletor was defeated, and the burst of energy passed instead into King Randor.

## LEVITAN



THE NAM  
Cloud City of Levitan

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Levitan was a huge floating city on the planet Primus. Home to many citizens of Primus, it was also a military control center armed with multiple laser cannons from which the Galactic Guardians could launch Astro Subs into the air. Adam posed as a trader from Levitan as part of his cover as Master Sebrion's nephew while he lived on Primus.

2008 MOTU CLASSICS

The Cloud City of Levitan, still a floating city on the planet Primus in the Tri-Solar System, was home to the Galactic Protector pilot known as Icarus.

## LAVA LAKE

2008 MOTU CLASSICS

The Lava Lake was a large body of molten magma located in the Snake Territory of Preternia after the Truce of the Three Towers.

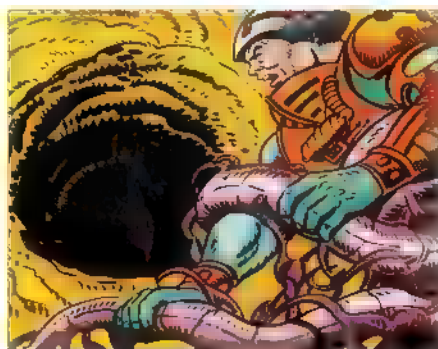
## LAVA LORD HOME

2008 MOTU CLASSICS

The Lava Lords lived in unnamed citadels located in a fiery passage that ran through Subternia, from beneath the Sands of Time to a place near the planet Eternia's core. The passageway appeared to feed the lava flows in the Dunes of Doom and Mount Barathrum, and then connected with the buried Temple of Serpos beneath Snake Mountain.



## LIANA RAVINE



**1987** GERMAN EHAPA MOTU COMICS

The Liana Ravine was a cave on an Eternian island filled with living lianas. One of three pieces of the legendary Crystal Shield was hidden inside the ravine. When Man-At-Arms arrived on the island, he was immediately captured by the lianas and thrown into the ravine.

## LIBRARY OF HUMANITY

**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Library of Humanity was a trove of books kept on Primus. Master Sebrian traveled there to learn about the Mind Lens of Denebria.

## LIGHT-FACET

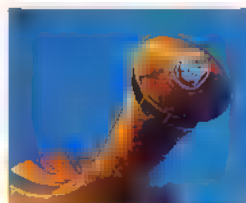
**1986** GERMAN POP AUDIO PLAYS

Peekablue resided within her Light-Facet in the middle of a beautiful flower garden located north-east of the Tree of Living Dimensions. Shaped like a large insect eye, this palace was made of a transparent material that made the structure look like a giant diamond.

## LIGHTHOUSE

**1983** FILMATION MOTU ANIMATED SERIES

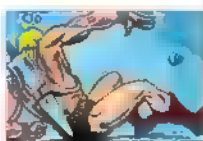
The lighthouse located at the Eternian Harbor was a high tower with high-tech mechanics inside. The



beacon from the tower was the most important part of the lighthouse, as it would save ships from crashing into the coast. While most of the operations

of the lighthouse were automatic, a lighthouse keeper maintained the controls and was required to understand how everything worked in case of an emergency.

## LIMBO



**1986** UK MOTU COMIC MAGAZINES

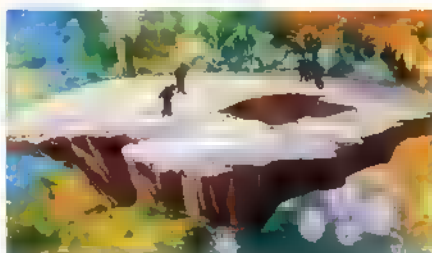
He-Man was cast into Limbo by the Limbo Bomb, a device used by Skeletor. He-Man

found himself stranded in a vortex of nothingness, with seemingly no way back to Eternia, until he stumbled upon a phantom image of the Fright Zone and realized the veil between Limbo and Eternia was thinner there because of the Fright Zone's evil.

He used this to his advantage and appeared to Grizzlor in phantom form, instructing him to take a message to the Heroic Warriors that He-Man was in Limbo. Orko then used his power to open a hole into Limbo and free He-Man.

**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Limbo was a mysterious dimension into which Skeletor inadvertently transported himself and the Mutants after reading a spell from the *Encyclopedia of Evil*.



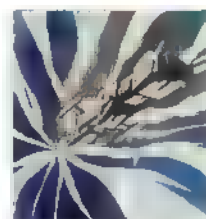
## LIZARD ISLAND



**1984** UK WORLD MOTU ANNUALS

Lizard Island was a dark, inhospitable isle. The surf boomed and crashed against the foot of its cliffs, upon which crawled a variety of cold-eyed lizards. Seabirds shrieked as they flew over the island's tall stone escarpment and seaweed-covered rocks. In the narrow, sheltered bay, the wrecked *Tradewind* stuck out of the shallow waters.

## LOMA LIGHT COCOON



**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

A Loma Light Cocoon was a deep-space anomaly. It was drawn to objects and held them captive in a cocoon of light, ultimately

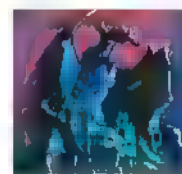
crushing them. Energy could travel through it, but objects could not.

## LORD TYRIN AND LADY VALTIRA'S CASTLE

**1983** FILMATION MOTU ANIMATED SERIES

Lord Tyrin and Lady Valtira's magnificent castle was perched high on a large rock structure and took the shape of a dragon-like creature with its wings perfectly arched to either side of the main body of the castle.

Inside, the castle was somewhat gloomy, with cold stone walls and treasures scattered throughout. Over the course of two hundred years, it became overrun with trees and vines. It was destroyed prior to Lord Tyrin and Lady Valtira renouncing their evil ways.



## LOREDOS



**1986** UK MOTU COMIC MAGAZINES

Loredos was a planet in the distant outback of space known as the Starband. While all of the Starband was lawless, Loredos grew particularly

disordered when a large supply of a valuable mineral called Feridium was discovered, leading to mass chaos as the inhabitants struggled to obtain the wealth it would bring. Horde Prime took advantage of this and conquered Loredos from behind the scenes, controlling the activities of many of the planet's criminals. Loredos became a lawless world where might was right, and honest settlers were crushed by the mechanical power of their new, faceless ruler.

When Horde Prime lost control of the territory due to interference by Rio Blast, founder of the Starband Marshals, he destroyed the planet by diverting a meteor toward it. Little did Prime realize that Rio was not on the planet at the time, but rather was visiting the Astro-Jail. Rio went on to Eternia and joined the Heroic Warriors against Prime's forces while hoping to return to the Starband to find out the truth behind the destruction of Loredos.

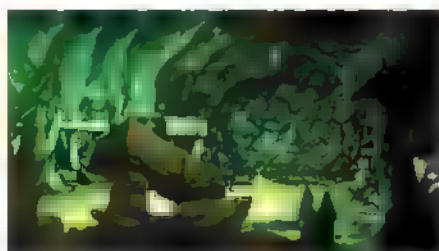
## LORIN



1985 ■ MOTU MAGAZINES

Lorin lay in a forested region of Eternia, a land ruled by the good duke Taboc.

## LOST CITY OF THE ANCIENTS



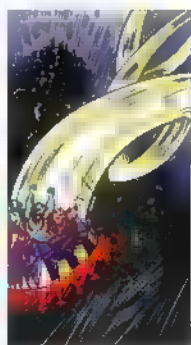
2002 ■ MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The Lost City of the Ancients was discovered by Skeletor and his Evil Warriors in Subternia, home of the Caligars and Speleans, during their search for an underground entrance to Castle Grayskull. Very little was left of the city's ruins, which lined the caverns' walls in piles of green stones and pillars. A gargoyle statue sitting atop a simple stone structure was similar in style to those found throughout the castle, which Skeletor identified as being built by the Ancients long ago.

2008 ■ MOTU CLASSICS

In the Classics continuity, the Lost City of the Ancients was an unknown city that had once been located in Subternia, beneath the planet Eternia's surface. The city's ruins were said to be located near the Subternia Gate to Castle Grayskull, possibly suggesting that the city's remains became part of the Spelea Kingdom or the adjacent Rock Temple.

## LOST CORRIDORS OF TIME



1983 ■ GOLDEN MOTU BOOKS

The Lost Corridors of Time were ■ black void capable of transporting travelers to a random dimension, era, or planet. Those who entered often found themselves lost in time. On one occasion, Skeletor, Beast Man, and Evil-Lyn were pulled into this time corridor.

## LOST MOUNTAIN

1983 ■ FILMATION MOTU ANIMATED SERIES

Suspended above the Swamps of Enchantment, Lost Mountain was a mysterious floating summit



that was home to the Enchantress. Here, inside Castle Fear, she observed her enemy, King Miro, whom she had held prisoner for many years.

## LOST VALLEY

1983 ■ LADYBIRD MOTU BOOKS

The Lost Valley was a mysterious vale surrounded by mountains so steep that no creature could climb them. The valley was very wide, and its bottom lay covered in darkness. ■ was there that some animals from the past still lived, such as a stegosaurus which escaped with the help of Hordak's Vipro Bomb.

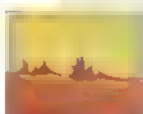


## LOWLAND VILLAGES

1983 ■ FILMATION MOTU ANIMATED SERIES

Located some distance from the Royal Palace were the Lowland Villages. These settlements were a short ride from Eternos along the fertile plains before reaching the Eternian Highlands.

## LOWLANDS



1985 ■ FILMATION POP ANIMATED SERIES

■ Sand Valley, the desert lowland community was being plagued by Baron Condore stealing food and leaving the populace to starve. People from this community managed to slip away to get help from She-Ra and the Great Rebellion.

## MACH'S COTTAGE



1985 ■ FILMATION POP ANIMATED SERIES

The woodsman known as Mach lived with his two sons in a simple cottage made of mud and straw. Taking its design from nature, the cottage resembled a mushroom and had front and side doors with windows in its roof.

## MADAKA

1986 ■ MOTU NEWSPAPER STRIPS

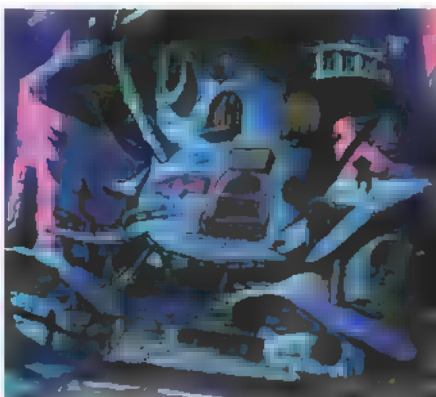
Madaka was the most well known of the Northern Isles on Eternia. King Telmund was its sovereign, and his daughter Princess Benura was next in line for the throne.

## MADAME RAZZ'S HOME

1984 ■ UK WORLD MOTU ANNUALS

Madame Razz's home was ■ small, strange house located deep in the Whispering Woods. Madame stored her Book of Magic and other mystical items in this little house.

1985 ■ FILMATION POP ANIMATED SERIES



In the Filmation continuity, Madame Razz lived within the Whispering Woods in an old house that, from the outside, looked cobbled together. With a main towering structure and several smaller buildings attached, the house had bizarre roof-lines, a large balcony with ■ walkway, and a clothesline hanging from the trees. Inside, Madame Razz did her work with a bubbling cauldron and lots of old books.

1986 ■ UK POP COMIC MAGAZINES

The UK comics canon located Madame Razz's house near, rather than in, the Whispering Woods. Adora would often visit Madame Razz there.

When not helping the Rebellion or casting spells, Madame Razz would often be found tidying the house, albeit with Broom in fact performing most of the household chores.

## MADAME WHIZZ'S GINGERBREAD HOUSE



1985 ■ LADYBIRD POP BOOKS

Located near the Sylvan Mountains, this gingerbread house was the home of Madame Razz's old teacher, Madame Whizz. Her house had a pink roof, a green chimney, brown walls, and yellow decorations.



## MAELSTROMS OF THE TWELVE DIMENSIONS

1986 GERMAN POP AUDIO PLAYS

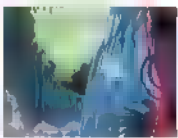
Between Crystal Castle and the Ocean of Timebraids, right after the mysterious Area of the Dancing Whales, the Maelstroms of the Twelve Dimensions could be found. These maelstroms were feared by everyone, as they were a hotbed of demons.

## MAGIC CAVE

2008 MOTU CLASSICS

The Magic Cave was located in the territory of the Free People of Preternia, on the northern coast near the Ocean of Time.

## MAGIC FALLS



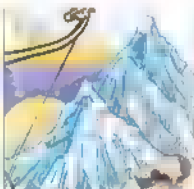
1983 FILMATION MOTU ANIMATED SERIES

The Magic Falls was where the very first Trollans got their magic. It was here that Skeletor stripped

Orko of his abilities, requiring him and He-Man to journey into the falls so they could be restored.

The Magic Falls appeared as a typical waterfall, yet it was a very difficult place to reach.

## MAGIC MOUNTAINS



1984 UK WORLD MOTU ANNUALS

The Magic Mountains were a snow-covered mountain range on the planet of Etheria. Bow was sent here to collect a snowflake in a magical

canister so that it could be added to the potion required to save Queen Angella's life.

## MAGICA



1986 UK MOTU COMIC MAGAZINES

Magica was an eerie dimension where great magical beings lived. Orko had a friend in Magica whom he traveled there to visit.

## MAGMOR



1987 GERMAN EHAPA MOTU COMICS

Magmor, the Mountain of Fire, stood far away from Eternia in the legendary land of Ukania. Inside of it, a mystical energy gas kept a flame burning, which ensured Eternia's very survival.

The flame would go out after a decennium, unless its source was reopened again. He-Man did so by ramming his Power Sword into the mountain's nearly closed opening, rejuvenating Magmor's fire.

## MAGNETIC POLE CHAMBER



1985 FILMATION POP ANIMATED SERIES

In the deep dungeon, the Magnetic Pole Chamber could be activated to harness energy against pris-

oners. However, She-Ra was able to destroy the chamber and the dungeons along with it.

## MAIN LIBRARY

2008 MOTU CLASSICS

The Main Library was located under the main dome of Castle Grayskull on the planet Eternia. The library housed the Ancient Observatory and contained the Spherical Astrolabe and the Energy Anvil. This library was located on the floor above the Library of Forbidden Knowledge.

After King He-Man's coronation, his son, Prince Dare, was feeding his pet Craven in a secret compartment in the library and observatory when he saw his father place the Sword of He in the Energy Anvil. Dare would later remember to find the sword there when the evil Despara attacked Eternia and threatened his father's life.

## MAJESTA

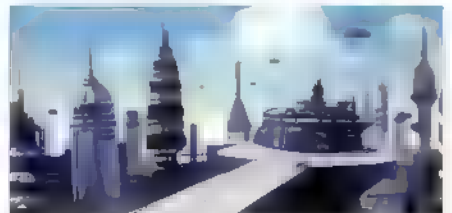
1986 UK MOTU COMIC MAGAZINES

Majesta was an alien world ruled by the beautiful Queen Neja, a powerful sorceress. Queen Neja reigned in peace over Majesta until the evil warlock Wraithbinder came to her world and challenged her to a cosmic duel.

When Neja defeated Wraithbinder in the duel, he enacted revenge by cursing the queen with the Cloud of Entropy, causing her to fade from the physical world. He also turned her subjects into living gems and banished her fiancé, Akra, to the loathsome Nightworld. Only reunion with Akra could lift the curse, so Queen Neja had no choice but to leave Majesta and travel through the stars in search of the Nightworld to find her would-be husband.

When the queen encountered He-Man on her travels, he helped to lift the curse, and Neja and Akra returned to Majesta, along with her loyal subjects, to start a new life.

## MAKKINA



1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

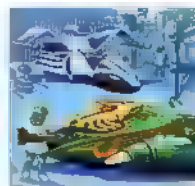
Makkina was the home planet of the Makkinkas, who had been overthrown by their own creations, the Protectons.

## MAMMOTH VALLEY

1982 MOTU TOY LINE

Mammoth Valley was a location in ancient Preternia and the home of the giants. In this land, everything was ten times larger than normal size. The heroic giant Tytus hailed from Mammoth Valley.

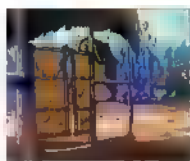
## MAN-AT-ARMS' SECRET WORKSHOP



1983 LADYBIRD MOTU BOOKS

Man-At-Arms' Secret Workshop was located beneath the Royal Palace of Eternia. There, with the help of the Nerlins, he would design and create new devices and vehicles that could help combat Skeletor and his Evil Warriors.

## MANDAVILLE VILLAGE



**1985 FILMATION POP ANIMATED SERIES**

The village of Mandaville was a farming community under Horde control. Taxes collected here were heavily guarded, as

the path from this village to the Fright Zone was very close to the Whispering Woods and thus subject to potential attack from the Great Rebellion. The farmers grew mostly grain and wheat until the Horde took away their tools and means to make a living, when they were unable to pay their unfairly high taxes.

## MANDOR

**2008 MOTU CLASSICS**

Mandor was a large, seemingly arid planet located inside the space of the Horde Empire in the Eternian Dimension. Mandor had one moon.

## MAN-E-FACES' HOME



**1986 UK MOTU COMIC MAGAZINES**

Man-E-Faces' home was a secret, high-tech camp in the Seriffin Desert. Man-E-Faces had retreated here to live away from humanity, so as not to hurt anyone when under the control of one of his split personalities.

Within the desert camp, Man-E-Faces strove to find a cure for his condition, and his only company was a Medi-Droid, which assisted with research into a cure. Whenever human life was detected near the camp, Man-E-Faces would activate controls that sank the camp underground, so he would not come into any contact with other beings.

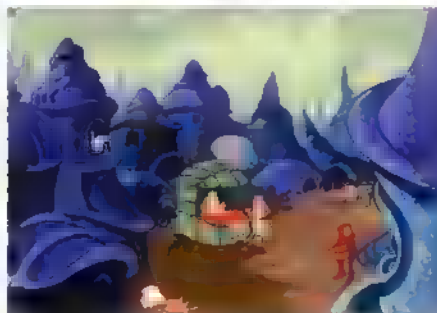
However, Skeletor managed to locate the camp and invaded it, attacking Man-E-Faces and placing him under his control. After being rescued by He-Man, Man-E-Faces moved his desert camp to a new location, so that it would be safe from Skeletor.

## MANIKINS VILLAGE

**1986 UK POP COMIC MAGAZINES**

The Manikins Village on Etheria was in danger from a whirlwind that escaped from the Blower Dimension. Fortunately, She-Ra managed to stop the whirlwind before it hit the village.

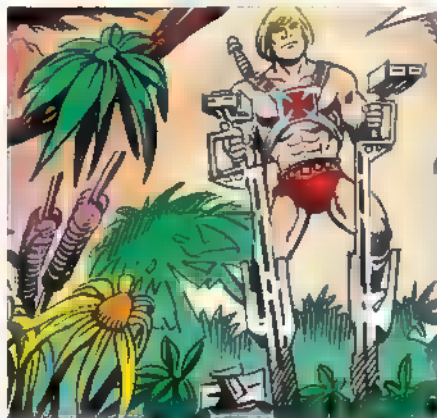
## MARKET SQUARE



**1985 FILMATION POP ANIMATED SERIES**

The Market Square was where Ethernian merchants congregated to sell their wares.

## MARSH LANDS



**1986 UK MOTU COMIC MAGAZINES**

The Marsh Lands, full of dense vegetation and swamps, were one of the gloomier areas of the Ethernian royal kingdom.

Feeling it was the kind of place that King Hiss and his Snake Men would hide out in, He-Man and Moss Man patrolled the area on Stilt Stalkers. It was there that they were attacked by a squad of Rotons piloted by the Evil Warriors. Beast Man had used his power to read the thoughts of the native marsh creatures in order to detect the heroic duo.

Fortunately, Moss Man's control over vegetation allowed him to draw some of the marshy plants together and use them as a weapon against the Evil Warriors.

## MARSHES OF MOOLITH

**1984 UK WORLD MOTU ANNUALS**

The Marshes of Moolith were very dangerous and treacherous swamplands in the rainy season. This vast location was situated near the kingdom of Bright Moon and was also bordered by both the Plains of Moolith and cliffs which overlooked the marshlands.

## MARSHES OF SKARMOS



**1983 LADYBIRD MOTU DOOKS**

The Marshes of Skarmos were a remote coastal region that consisted of soft, boggy swamplands. The best way to traverse these marshes was by hovercraft, as it was very dangerous to travel on foot. The Marshes of Skarmos resembled a forest, because the trees grew right down to the shore and when the sea washed around their roots, some parts of the marshes would rise up like small islands.

These swamplands were rumored to be inhabited by creatures in the form of living mists. These mists indeed came to life when Mer-Man and his Sea-People ambushed Prince Adam, Man-At-Arms, and Orko, who had traveled there to collect deposits of Stellanite, an element which was growing low in Man-At-Arms' laboratory. These mists lashed out and defended the three Heroic Warriors.

## MARSHLANDS OF MYTOR



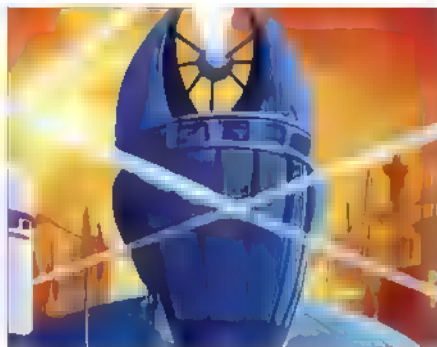
**1986 UK MOTU COMIC MAGAZINES**

The Marshlands of Mytor were a swampy region regularly patrolled by He-Man. He would pole-vault across the lands to avoid the marshy ground.

Skeletor and Hordak, in one of their rare team-ups, set a trap for He-Man in this area by sending a booby-trapped mechanical droid with the appearance of a Marsh-Monster after He-Man, causing him to wind up in the evil warlords' clutches.



## MASTER COMPUTER BUILDING



**1990** NEW ADVENTURES OF HE-MAN  
ANIMATED SERIES

The Master Computer Building was a newly completed structure in the underground city of Onnor which housed Primus's new master computer program.

## MASTER SEBRIAN'S HOME



**1990** NEW ADVENTURES OF HE-MAN  
ANIMATED SERIES

Master Sebrion's home was a large structure near the Oasis. It contained his vast library and a number of chambers and guest quarters.

Prince Adam lived there after he arrived in the future, posing as Sebrion's nephew.

## MATMOS MOUNT



**1986** UK MOTU COMIC MAGAZINES

Matmos Mount was a large volcano on the world of Teekay, the Planet of Plants. When He-Man, Moss Man, and Buzz-Off traveled to Teekay, Matmos Mount erupted, and the plants believed they were all doomed. But the three heroes managed to save the sentient vegetation and put out the fire with water from a mountaintop lake, saving the plants.

## MAZE OF DOOM

**1983** GOLDEN MOTU BOOKS

The Maze of Doom was a dangerous labyrinth, magically created by Skeletor as a distraction for He-Man and the Heroic Warriors while the Lord of Darkness invaded the Royal Palace of Eternia. All the dangerous paths led to the center of the maze, where Castle Grayskull stood. Along these paths the separated Heroic Warriors battled illusions of Skeletor's Evil Warriors.

Eventually all of the heroes met at the center of Skeletor's maze, at the gates of Castle Grayskull. On the Jaw-Bridge of Castle Grayskull, the Heroic Warriors were all incapacitated by the dark magic of Evil-Lyn, who was disguised as the Sorceress.

The genuine Sorceress subsequently used her magic to wake He-Man, who then used the Sword of Power to break her chains. Freed, the Sorceress used her magic to banish Evil-Lyn far from the castle, as well as generating a magic portal that allowed He-Man and his friends to teleport back to the Royal Palace of Eternia, where Skeletor and his minions were defeated. As Skeletor vanished, so too did his evil Maze of Doom.



## MAZE OF LOOM



**1990** NEW ADVENTURES OF HE-MAN  
ANIMATED SERIES

The Maze of Loom was an enormous cavern on Necron, containing a huge, winding maze. It was used by Skeletor as a place to ambush the Galactic Guardians.

## MAZE OF MIRRORS

**1986** UK POP COMIC MAGAZINES

The Maze of Mirrors was located within the Prism of Light, the home of Entrapta. She-Ra entered the maze to destroy the magic-draining powers of the Null-Stone of Nabob, the light from which was collected and concentrated a thousandfold by the concave mirrors before being reflected back. The Null-Stone's magic was canceled forever by the stone being caught in its own magnified glow.

## MAZE OF MORAGORE



**1983** FILMATION MOTU ANIMATED SERIES

The Maze of Moragore lay beneath the Castle of Moragore. It was a dangerous labyrinth which no one had ever successfully made their way through, filled with giant killer bees, moving walls, and a huge robot called the MoRobot.

## MAZE OF MADNESS



**1986** MARVEL STAR  
MOTU COMICS

The Maze of Madness was the location of the great heroes' test, by the laws of Helios. A hero entering the maze would have to face the Mind Beast and in turn confront their greatest fear. No one had ever passed the test in the maze until He-Man faced the Mind Beast and ended his reign of terror.

## MEADOWLANDS

**2008** MOTU CLASSICS

The Meadowlands was a large garden region of Etheria, protected from the Horde's occupying force by the neighboring Valley of the Lost.

## MEGALAK

1986 UK MOTU COMIC MAGAZINES

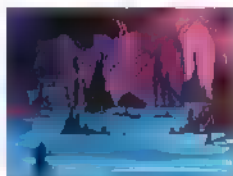
Megalak was a planet with two moons that Hordak alluded to when he was under the effects of a Lunar Conjunction, which confused him as to his identity and whereabouts, making the villain unsure what planet he was on. Hordak noticed the two moons in the sky, and for a second he thought he might be on Megalak or possibly Galbar, before realizing he was on Eternia.

## MERKEN ISLANDS

1986 MOTU NEWSPAPER STRIPS

For many centuries, the Merken Islands on Eternia belonged to the kingdom of Rondale. Rondale held sway over the Merken Islands until the land of Calafia eventually took them over. This situation nearly led to a revolution in Rondale when Queen Elisa expressed her desire to send Crown Prince Corwin to study in Calafia.

## MER-MAN'S LAIR



Mer-Man's Underwater Cavern

1983 FILMATION MOTU ANIMATED SERIES

An independent base of operations, Mer-Man's Underwater Cavern was simple in its purple appearance. Entrance could only be achieved by diving into a cavern opening on the seabed and then swimming along a lengthy tunnel, at which point one would find oneself in a pool of water next to an area of dry land.

1983 LADYBIRD MOTU BOOKS

Mer-Man's Lair was his underwater stronghold within the cavern of the Sea-People. There, the Ocean Warlord sat upon a throne made of coral, rock, seaweed, and other undersea detritus, ruling his crustacean-like minions, the Sea-People. Within this primitive environment of caverns filled with slimy, seaweed-covered stalactites and stalagmites, Mer-Man had his own giant monitor screen, which he could use to communicate with Skeletor and also employ as a spycam.



2008 MOTU CLASSICS

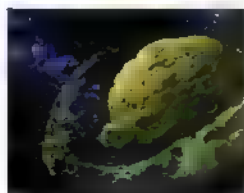
The Classics continuity stated that after his greater kingdom in the Sea of Rakash was destroyed during battles with rival ocean clans, Mer-Man allied himself with the evil Skeletor. Mer-Man would await Skeletor's call to battle from his lair in the murky waters of Rakash.

## MERO

1983 FILMATION MOTU ANIMATED SERIES

The planet Mero was a world to which Kobra Khan and Webster teleported the Dragons of Darksmoke for use in gladiatorial games by its citizens, the Darmi.

Though it was once a world of great power and glory, a great war had devastated the planet and its people, such that the only pleasure left to the remaining handful of Darmi was betting on games in the manner of their ancestors. After He-Man helped them see the error of their ways, the Darmi vowed to rebuild civilization on Mero and make it a better world than it had been.



## MER-PEOPLE CITY



1982 DC MOTU COMICS

The Mer-People City was located within the Sea of Blackness. The rocky underwater structure housed a strikingly beautiful golden temple, in which was located the Talisman of the Sea.

## MERRIAN

1986 MOTU NEWSPAPER STRIPS

Merrian was the home world of the cut-throat pirate known as Blade. The planet's most prominent geological feature was its active volcano, Mount Vuldan.



## METALUNOS

1986 UK MOTU COMIC MAGAZINES

Metalunos was an alien world not far from Eternia. It was a fertile planet, rich with minerals and fuel sources. He-Man, Buzz-Off, and Roboto traveled to Metalunos via one of the Sorceress's space portals when they were warned of an imminent threat approaching Eternia from space. Observing their home world from Metalunos, the heroes spotted a meteor shower heading straight for Eternia. Before they could travel home through the portal, they were attacked by a Massing Dwarf, which hurled a boulder at the portal, blocking the time gate and stranding the heroes on Metalunos. They managed to strategically defeat the creature and return home.

At a later stage, Hordak set his sights on conquering Metalunos due to its rich resources. During the time the Reality Shaper was on Eternia, remolding reality to Hordak's desires, Hordak had the entire Eternian army under his control and intended to use them to invade Metalunos as part of a scheme for galactic domination. His plan was to enslave the population of Metalunos and set them to work in the mines there, procuring resources for Hordak's use. As the Sorceress managed to banish the Reality Shaper back to its home dimension and return the Eternians to normal, the invasion of Metalunos was fortunately averted.

## MIKAR'S TOWER



1986 UK MOTU COMIC MAGAZINES

This tower was the home of the scientist Mikar. During a season of earthquakes, volcanic eruptions, and freak storms on Eternia, King Randor issued evacuation warnings. Despite this, Mikar remained within his tower, hard at work in his laboratory and unwilling to abandon his experiments at such a critical stage. After the destructive season passed, Mikar's Tower was still standing. As He-Man, Extendar, and Snout Spout searched the buildings for survivors, they were surprised to find Mikar there.

When Skeletor heard about Mikar's serum, which would bestow incredible mind power on the user, he attacked the tower and cut it off from the rest of the land with a sea of lava. He-Man and his comrades managed to topple the whole tower and use it as a bridge to safety.



## MINING ENCAMPMENT



1983 FILMATION MOTU ANIMATED SERIES

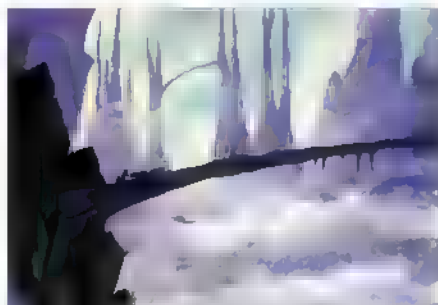
A unique area within the Sands of Time, the Mining Encampment was a permanent fixture with futuristic buildings built into rock structures. The facility had the communications capacity to be able to contact the Royal Palace. The war veteran Elden lived there, with his grandson Chad and his pet Burbie.

## MIRROR LABYRINTH

1986 GERMAN POP AUDIO PLAYS

The Mirror Labyrinth was Entrapta's home, a palace made of glass which shimmered whenever the light hit it. Its walls were clad with mirrors, thus turning the interior into a maze which was almost impossible to find one's way through. Entrapta hardly ever allowed anyone to enter her Mirror Labyrinth.

## MISTY GORGE



1983 FILMATION MOTU ANIMATED SERIES

Deep within Skeletor's territory lay Misty Gorge. This gorge was home to the Misty Swamps, whose poisonous waters could affect even He-Man's great powers.

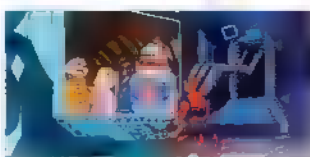
## MIZAR



1985 POP MINICOMICS

Mizar was an Etherian city ruled by the majestic Queen Angella. The fair city was located in a distant mountainous region of Etheria.

## MODULOK'S UNDERGROUND LABORATORY



1983 FILMATION MOTU ANIMATED SERIES

Modulok's Underground Laboratory was a mad scientist's dream. This laboratory reminiscent of Dr. Frankenstein's was filled with computers, electrical generators, monitors, and operating tables. It was here that Modulok brought Roboto to erase his personality and reprogram him.

## MONDOR

1985 FILMATION POP ANIMATED SERIES

Mondor was a remote island in the middle of an ocean on Kyrtris. The island was home to the infamous Mines of Mondor, where Horde slaves were sent to strip elements from the earth. Mondor



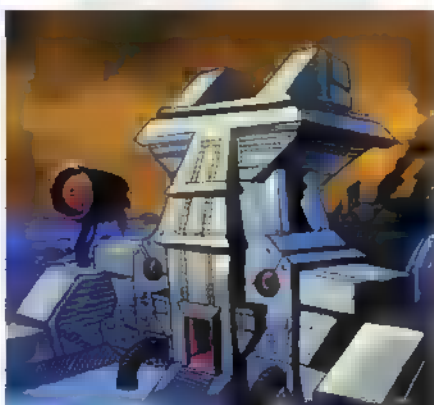
Island had a jungle populated with aggressive birds, which gave way to mountains that were home to even more dangerous animals.

## MONSTER ISLAND

1986 UK MOTU COMIC MAGAZINES

Monster Island was inhabited by all manner of strange creatures. Hordak traveled there with his Horde in the hope of finding a dragon that would help them defeat the Heroic Warriors. However, all they found there was a strange, newly hatched bird creature that mistook Hordak for its mommy and followed him everywhere.

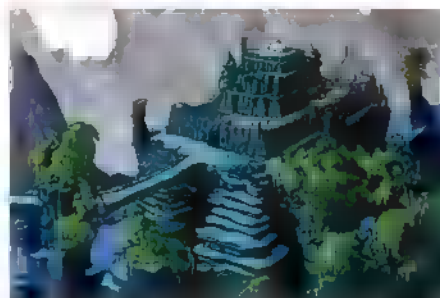
## MONSTROID CENTRAL



1985 FILMATION MOTU/POP ANIMATED CHRISTMAS SPECIAL

Located on Etheria, Monstroid Central was the base of operations for the terrifying giant mechanical creatures known as the Monstroids. The location was more industrial than technological and somewhat dilapidated.

## MONTEEG'S CASTLE



1983 FILMATION MOTU ANIMATED SERIES

Located in the desolate mountainous land of Polonia, Monteeq's Castle was a foreboding fortress with high walls. A building within the center of the castle had a giant domed roof that housed the spirits of all Monteeq's captured warriors.

## MONTORK'S HOUSE



1983 FILMATION MOTU ANIMATED SERIES

Orko's uncle Montork lived on Trolla in a domed house, the interior of which resembled a Hobbit hole. It had all the comforts of an average home, as well as some unique features, such as floating chairs, round windows, and three-eyed pets.

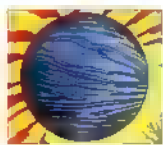
## MOON OF DROOM

2008 MOTU CLASSICS

Droom was the largest moon of the planet Eternia, inside the Eternian Dimension. While Droom's surface appeared barren, its core contained precious minerals that supported a Tubek mining operation outpost.

Following the rise of King He-Man, his enemy Skeletor's son, Skeleteen, and his mother, Evil-Lyn, lived in hiding on Droom, where they assembled their own army of Evil Warriors to aid them in their quest to conquer Eternia.

## MOON OF ETERNAL WATERS



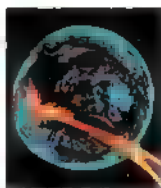
**1987 GERMAN EHAPA MOTU COMICS**

Located not far away from Eternia, the Moon of Eternal Waters held true to its name, as its entire surface was covered with water. The Heroic Defenders narrowly escaped a gigantic maelstrom on the moon which consumed the Island of Terror.

## MOON POLTER

**1986 BRAZILIAN EDITORA ABRIL MOTU COMICS**

Polter was one of many moons orbiting Eternia and was the homeland of Prince Gorpo (Orko) and his people. Moon Polter was divided into kingdoms, such as Forst, ruled by King Grab, and the kingdom of Stein, which was ruled by Gorpo's family.



## MOONBEAM PALACE

**1986 UK POP COMIC MAGAZINES**

Moonbeam Palace was hidden on the moon of Elidor, above Etheria. It was the home of Princess Luna, keeper of the Moon Jewel.

## MOONSTONE CHAMBER



**1985 FILMATION POP ANIMATED SERIES**

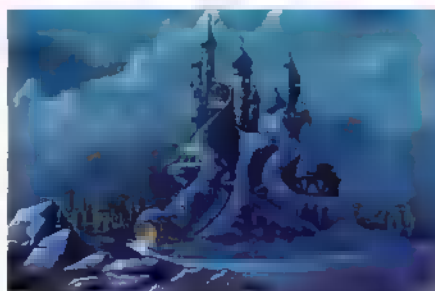
The incredibly large Moonstone Chamber was a beautiful sight to behold, its entrance-way flanked by large red drapes and torches that were constantly lit. On the far side of the chamber was a beautiful statue of a warrior woman atop a throne. Her hands were positioned in front of her face holding the Moonstone, while a long sword leaning against her wrists acted as a staircase to access the magical artifact.

## MOORSTONE

**1985 FILMATION POP ANIMATED SERIES**

Moorstone was the general area of woodlands where a major Horde outpost was located. Colonel Blast and his troops locked down security in this otherwise beautiful area.

## MORAGORE



**1983 FILMATION MOTU ANIMATED SERIES**

Moragore was a once-beautiful kingdom cursed by Skeletor and Evil-Lyn. A castle that stood high above the surrounding city was home to the fabled Monster of Moragore. Beneath this fortress was a dangerous maze, which led inside the castle proper.



## MORAINIA

**1983 FILMATION MOTU ANIMATED SERIES**

Morainia was one of the most beautiful locations on Eternia, an entire kingdom of ice, ruled by the noble King Boreas. The cold temperatures meant that snowfall often occurred here, and if not careful, anyone wandering outside might run into a large, spider-like creature called Gorgonzolla.

## MORATURIA



**1987 GERMAN EHAPA MOTU COMICS**

The city of Moraturia was once the hotbed of evil on Eternia. The Elders cursed this city and banished it onto the ground of the Silent Sea, guarded by dangerous fish robots. According to legend, if the seven bells of Moraturia would ever ring again, evil would return to Eternia, and the city itself would crumble to pieces.

The Masters of the Universe failed to stop Skeletor from ringing the bells and were trapped for twelve hours within a glass dome surrounding the ruins.

## MORTELLA'S CASTLE

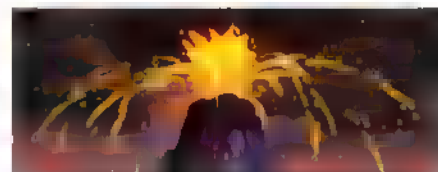


**1985 FILMATION POP ANIMATED SERIES**

Many years ago, Castaspella's kingdom of Mystacor was overthrown by the evil witch Mortella. She used her magic to cast a spell that transformed Mystacor into a hideous parody of what it had once been. While the castle continued to stand on the gravity-defying peak, in place of its once-beautiful spires were horrifically twisted shards and spikes. Hideous spikes also reached out from the waters below the castle, touching the base of the now-treacherous rock formations.

Within this twisted version of Mystacor, Mortella's Fire Pit existed in the main throne room and was the source of her magic. By extinguishing the unique blue flames, Mortella would instantly lose all of her magical abilities.

## MOUNT BARATHRUM



**2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES**

Mount Barathrum was the largest volcano in the Dunes of Doom, an expanse of land in the Dark Hemisphere of Eternia pocked with volcanoes and scarred with large rivers of molten lava, lighting the realm's endless night sky with their red glow.

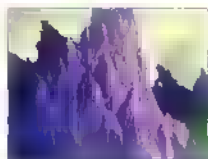
The mountain was featured as part of a plot by Skeletor to attack the Royal Palace of Eternos and Castle Grayskull in the Light Hemisphere. The Evil Warriors filled volcanic vents with large boulders, causing the mountain to erupt, thus sending huge plumes of ash and smoke to blanket the skies over the kingdom of Eternia. This allowed Beast Man to summon hordes of terrifying Shadow Beasts to battle the Masters of the Universe, until He-Man succeeded in reopening Mount Barathrum's vents to relieve the pressure building inside it. Daylight returned as the dark clouds dissipated, causing the nocturnal Shadow Beasts to flee back to their shadowy realm in the Dark Hemisphere.

**2008 MOTU CLASSICS**

The Classics continuity similarly described Mount Barathrum as a massive volcano in the Dark Hemisphere of the planet Eternia yet also offered additional backstory for this canon. During the Great Unrest, the princes Randor and Keldor, the sons of King Miro, drove the Shadow Beast army of Count Marzo into the Dark Hemisphere to reside in the shadow of Mount Barathrum.



## MOUNT ETERNIA



## 1983 FILMATION MOTU ANIMATED SERIES

Mount Eternia was located near the Royal Palace. When an earthquake shook the side of the mountain loose, a temple was discovered within the cliff face. Inside this temple the Energy Beast had been imprisoned for millions of years, along with the secrets of how to contain him.

## MOUNT ETERNIUM

## 2008 MOTU CLASSICS

Mount Eternium was a large summit within the Dragon Territory of Darksmoke, in the southern quadrant of Preternia. The mountain's name derived from the precious metal Eternium, which was mined by the Kulataks ruled by King Chooblah five thousand years after the Spell of Separation changed Eternia's landscape.

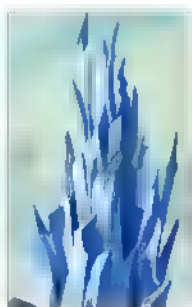
## MOUNT ETERNOS



## 1986 MOTU NEWSPAPER STRIPS

Mount Eternos was a large mountain on the planet Eternia and the location of the Mount Eternos Observatory.

## MOUNT FEAR



**1983 FILMATION MOTU ANIMATED SERIES**  
Said to be the most dangerous mountain in Eternia, Mount Fear rose high above the village of Ruxtown, in the north of Eternia. With numerous caves, deep crevasses, and the threat of avalanches, it was a formidable terrain.

Somewhere amid its snow-capped peaks was a hidden cave inhabited by a giant named Herman. Although Herman was a harmless hermit, his giant size caused the residents of Ruxtown to fear him, and rumors spread of a mountain monster that they called "the Tinger." After a visit to his cave within Mount Fear, Orko and Cringer discovered his true, friendly nature.

## MOUNT IMPERIUM

## 2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

Mount Imperium sat behind a range of hills at the edge of the Sands of Time in Eternia's Light Hemisphere, under an emerald sky filled with rolling clouds. In ancient times, King Grayskull journeyed to the mountain's snow-covered peak in search of great power, discovering a cave where the Oracle of Zalesia waited. There the Oracle gifted him with the Sword of Power, which he had lost in an earlier battle against the Snake Men.

## MOUNT KANDEELA



## 1985 FILMATION POP ANIMATED SERIES

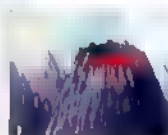
Mount Kandeela was an active volcano not far from the Whispering Woods on Etheria. When crops from Bow's vegetable garden began die and woodsmen noticed the ground becoming hot, it was discovered that lava tubes from Mount Kandeela were running underneath the Whispering Woods.

To solve the problem, She-Ra brought ocean water to the volcano through a cave. This cooled off the lava tubes, thus saving the forest.

## MOUNT KRONA

## 1983 FILMATION MOTU ANIMATED SERIES

Mount Krona was the largest volcano in all of Eternia. It was primarily dormant until Skeletor used his Activator, which caused it to erupt. The subsequent lava flow threatened both the Royal Palace and the Fertile Plains.



## MOUNT MIROVAR

## 1986 UK MOTU COMIC MAGAZINES

Mount Mirovar was the hiding place of the first of the two Eyes of the Serpent, artifacts that had once powered King Hiss's evil empire on Eternia. The Elders had hidden the two eyes away many centuries before, when they defeated Hiss and his Snake Men.



King Hiss used his magic powers to rediscover the locations of both eyes. He took his Snake Men to Mount Mirovar, where they retrieved the first eye from its hiding place within a dark cave.

## MOUNT PROMETHEUS



## 2016 SUPER7 CURSE OF THE THREE TERRORS CARTOON

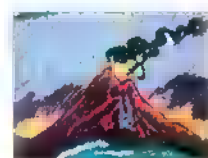
The volcanic Mount Prometheus was located in the Dark Hemisphere at the

far end of the Canyon of Spiders. It was the lair of Heltor and the Three Terrors.

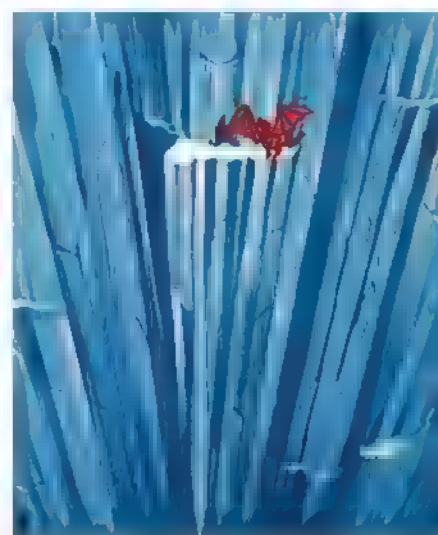
## MOUNT VULDAN

## 1986 MOTU NEWSPAPER STRIPS

Mount Vuldan was an enormous volcano located on Blade's home world, Merrian.



## MOUNT ZELITE



## 1983 FILMATION MOTU ANIMATED SERIES

Located in the Crystal Mountains, Mount Zelite had a cavern atop a small ledge that was difficult to reach and guarded by powerful ancient spirits. Within the cavern, anyone who had managed to make the ascent would be greeted by a male spirit who would test one's worth. A female spirit would also make herself present.

## MOUNT ZOAR

2012 DC MOTU COMICS

Situated on the terminus between the Light and Dark Hemispheres, Mount Zoar was the sacred gate to the underworld of Subtarnia. The mountain



IMAGE COURTESY OF DC COMICS

was shaped like a bird's head surrounded by two tall cliffs resembling wings, with the "mouth" acting as an entrance. Inside Mount Zoar was a temple that carried inscriptions on its walls made by the ancient Council of Elders. The proph-

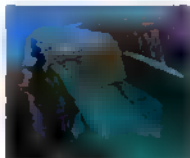
ecy described the Sorceress dying and a mighty warrior traveling to Subtarnia to heal the surface world. On the walls were hieroglyphs depicting the Starseed, Castle Grayskull, and Snake Mountain. Underneath the temple was the gate that led to Subtarnia; only the Sword of Power could open it.

In the temple itself were many ancient doors emblazoned with different symbols, including a door with a bat symbol of Horokoth, a door with a snake symbol of Serpos, a door with the symbol of Zoar, and two other doors marked with images of Skytree and Granamyr, respectively.

## MOUNTAIN DAM

1983 FILMATION MOTU ANIMATED SERIES

In the mountains where Man-At-Arms was testing a new Beam Ray, the villain Negator tried to capture Duncan and Teela by force and displayed his power by destroying a nearby dam.



## MOUNTAIN OF TELOSSI

1986 UK MOTU COMIC MAGAZINES

The Mountain of Telossi was the location of the mystical Triangle of Telossi, which lay at the highest peak of the mountain, atop an extraordinarily high and steep staircase.

When Skeletor held his Championship Games to find an Evil Warrior who could defeat He-Man, the final challenge he set was for the competitors to climb the Mountain of Telossi to obtain the triangle.



## MOUNTAIN OF THE CRYSTAL SPIDER

1985 FILMATION

POP ANIMATED SERIES The Mountain of the Crystal Spider was a mound of shimmering crystal striking to behold. Within the mountain itself was the fabled Spider of Crystal, which resided in a shrunken form atop a levitating platform.



bled Spider of Crystal, which resided in a shrunken form atop a levitating platform.

## MOUNTAINS OF DOOM

1983 FILMATION MOTU ANIMATED SERIES

The Mountains of Doom were the only place on Eternia from which one could enter the Demon Zone, through a giant trapdoor atop the mountain. Unfortunately, the possibility of releasing demons onto Eternia was a severe risk whenever opening this door.

1986 UK MOTU COMIC MAGAZINES

In the UK comics canon, the Mountains of Doom were quite different, described as a dangerous mountain range where the Cave of Doom was located. A fresh path through the mountains led to the mouth of this cave.

1987 GERMAN EHAPA MOTU COMICS

The German comics canon described yet another, quite different version, stating that within the rocky wilderness of the Doom Mountains stood a portal made of stone that was only visible upon close inspection. When Skeletor discovered the portal and entered it, he had to fend off evil spirits but soon found out that the encounter had increased his powers a hundredfold. Later, the villain tried to lure He-Man through the magical portal but lost his new powers when He-Man pulled him out of it. This reversed the portal's evil effects, even temporarily turning Skeletor good. As Evil-Lyn took away the confused Lord of Destruction, Panthor accidentally hit the portal, causing it to crumble.



DOOM MOUNTAINS

## MOUNTAINS OF FEAR



1986 UK MOTU COMIC MAGAZINES

The Mountains of Fear were located in the Weirdlands of Eternia. When Man-At-Arms and Roboto were being attacked by Dragstor in the Fright Fighter, they took sanctuary within a cave in the Mountains of Fear to work out a strategy to defeat Dragstor.

## MOUNTAINS OF FIRE



1987 GERMAN EHAPA MOTU COMICS

Located near a small Eternian village, the Mountains of Fire included an inactive volcano. During a drought,



the Evil Horde ignited a hellish fire inside the volcanic cone to trick the desperate villagers into attacking Castle Grayskull.



## MOUNTAINS OF GNARL

**2008** MOTU CLASSICS

The Mountains of Gnarl were a large mountain range that acted as the border between the territory of the Free People of Preternia and that controlled by the Snake Men. The mountains disappeared after the Spell of Separation changed Eternia's landscape, replaced by their namesake, the Ocean of Gnarl.

## MOUNTAINS OF JASMINE

**1983** FILMATION MOTU ANIMATED SERIES

The unseen Mountains of Jasmine were referenced by the peddler who located King Miro's wristlet.

## MOUNTAINS OF MENOD



**1984** UK WORLD MOTU ANNUALS

The Mountains of Menod were the peaks that overlooked the White City of Menod, which lay in a valley below like a pearl in a giant oyster.

## MOUNTAINS OF PERPETUA

**1984** UK WORLD MOTU ANNUALS

The Plains of Perpetua were bordered by the Mountains of Perpetua.

**2008** MOTU CLASSICS

The Classics canon presented the Mountains of Perpetua quite differently—as the area predating, rather than coexisting with, the plains bearing the same name. The Mountains of Perpetua filled the majority of the Dragon Territory of DarkSmoke on the supercontinent of Preternia, in the era after the Truce of the Three Towers. These mountains also surrounded the Land of Giants, but many of the giants left their home to join the Free People of Preternia.

The mountains' name of Perpetua became that of the vast expanse of plains which replaced them after the Spell of Separation dramatically reshaped Eternia's landscape.

## MOUNTAINS OF MOLOCK



**1984** UK WORLD MOTU ANNUALS

High in the Mountains of Molock, located in the heart of Eternia, lived a mysterious race of beings who possessed amazing skills for growing the most beautiful flowers on the planet. These blossoms were sold to the vendors of the marketplace of the city of Eternos. However, there was one type of bloom that these Flower People would not sell to the vendors, as it had so much beauty and its perfume possessed such great power that it would send humans into a deep, untroubled sleep.

Evil-Lyn disguised herself as Princess Lorama of the Flower People and presented these special flowers to everyone at the New Year's Ball, causing all the guests to fall into a deep sleep. While the people slept, Skeletor stole their riches to fund his military forces. To the villain's dismay, however, He-Man and Teela managed to foil his evil plot.

## MOUNTAINS OF MOURNE

**1984** UK WORLD MOTU ANNUALS

The Mountains of Mourne were a range of craggy slopes on Eternia that were known for the green-blue moss that grew on their rocky surfaces. The Mourne mountain range was located very close to Snake Mountain.

**1986** UK MOTU COMIC MAGAZINES

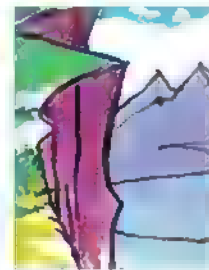
In the continuity of the UK comics, the Sorceress had to separate her mind from her body in order to astrally travel over the Mountains of Mourne and locate the Reality Shaper, which Hordak had used in an attempt to remold reality to his will and take control over the whole of Eternia.

## MOUNTAINS OF TOBOK

**1984** UK WORLD POP ANNUALS

The Mountains of Tobok were dark, snow-covered mountains upon which Hordak tried to summon Zin, the Master of Darkness.

When She-Ra came to the city of Tine to visit King Mola, Swift Wind was kidnapped from the



stables by Hordak and Shadow Weaver. The two evil beings intended to give Swift Wind to the evil Zin as a sacrifice, in order to gain the help of his evil legions against the Great Rebellion. Thanks to the fragrant flowers that grew in this area,

She-Ra and Madame Razz quickly learned the location and managed to foil Hordak's evil plan.

These mountains were also the battleground of a clash between the Great Rebellion and the Evil Horde.

## MOUNTAINS OF ZANE

**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Mountains of Zane were an area on Darius-7 populated by snow leopards.

## MOUNTAINSIDE VILLAGE

**1984** UK WORLD MOTU ANNUALS

Located next to a dormant volcano, the Mountainside Village was nestled in a forest valley within the kingdom of Silvanos, ruled by King Sullei. When this volcano began to erupt, He-Man and Man-At-Arms swooped in to save the people of the village and King Sullei's sister, the Prophetess of the Oracle.

## MULTRA

**2008** MOTU CLASSICS

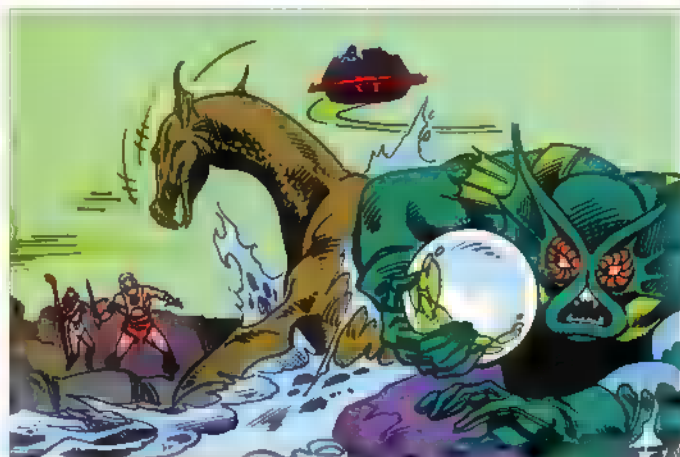
The planet of Multra was situated deep within the Horde Empire's space in the Eternian Dimension. Multra had at least one moon and possibly three other, smaller satellites.

## MUNG

**2008** MOTU CLASSICS

Mung was the red moon of the planet Eternia. Despite being the smallest of Eternia's moons, Mung was encircled by a somewhat opaque ring that appeared like a faint aura.

## MURKY LAKE



## 1983 GOLDEN MOTU BOOKS

Just as the name implied, Murky Lake was a turbid body of water situated in an unknown region. It was one of the possible locations of the Dragon's Egg, which Mer-Man was successful in finding within its dark depths.

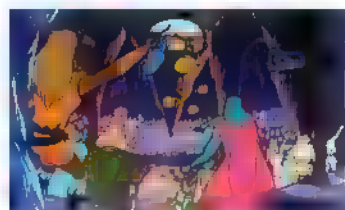
## MURKY MOUNTAINS

## 1986 UK MOTU COMIC MAGAZINES

The Murky Mountains were the final barrier to the Cave of Karnack, the location where Hordak first reappeared on Eternia. While on their way to the Cave of Karnack to prevent Skeletor from taking advantage of the space warp set to open there, the Heroic Warriors made their way through the Murky Mountains.

The heroes used their power to make a tunnel through the mountains, encountering a cowardly army of trolls within the underground tunnels. Once they had cleared the trolls away, the heroes reached the other side of the mountain range and the Cave of Karnack.

## MUTANT AMPHITHEATRE



## 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Mutant Amphitheatre was a large building on Denebria. It was used by Skeletor to show a live feed of He-Man's battle against Dreadator, which he and Flogg charged other Mutants to watch.

## MYSTACOR

## 1983 GOLDEN POP BOOKS

The Golden books described Mystacor as a magical kingdom located on the planet Etheria and ruled by Castaspella as its sorceress queen. Each year, on the Enchanters' Eve, Castaspella had to renew her vows in order to continue her reign as queen.

On one such Enchanters' Eve, Catra attempted to help Castaspella's evil cousin Allepsatsac gain the crown of the kingdom of Mystacor while Castaspella was at Bright Moon, magically entertaining its people. Catra failed miserably, however, when She-Ra and Castaspella quickly returned to the kingdom in the nick of time, allowing the beneficent ruler to renew her vows.

## 1984 UK WORLD POP ANNUALS

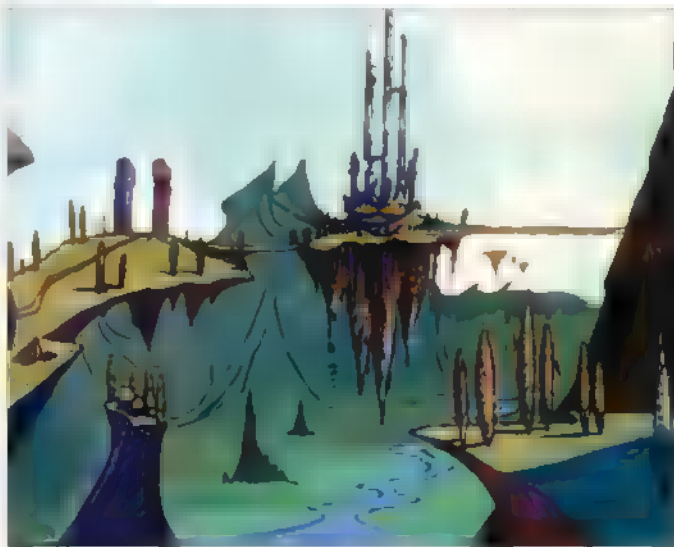
As in the Filmination and Golden books continuities, the World annuals canon described the kingdom of Mystacor as an enchanted kingdom on Etheria ruled by the sorceress queen Castaspella.

## 1985 FILMATION POP ANIMATED SERIES

Home to the sorceress Castaspella, Mystacor was a beautiful Etherian kingdom magically suspended between two mountains high above a river in the valley below. The castle had high towers, and the interior was lushly decorated throughout with scarlet curtains and throw pillows.

Mystacor Forest was filled with tall, mature trees, and a clear, winding stream ran through it.

The Mystacor Meridian was the theoretical line separating Castaspella's domain from King Gruff's kingdom of Greenvale. The Horde manipulated this region by felling trees and cutting off Greenvale from the protection of Mystacor.



## 1986 UK POP COMIC MAGAZINES

The UK comics canon established the magical kingdom of Mystacor as home to not only Castaspella but also many other great practitioners of magic. In this continuity Castaspella kept the Pool of Power at her home in Mystacor, which enabled her to see anywhere on Etheria, as well as an endless library of books on the study of magic.

Mystacor was a training ground for apprentice sorcerers and sorceresses intent on learning the art of magic. Castaspella had studied in her youth at an academy of magic in Mystacor, alongside the young Light Spinner. It was Hordak's search for a sorceress to wield the dark magic he needed to overcome Etheria that brought him to Mystacor, leading him to tempt the naive Light Spinner and turn her into the evil Shadow Weaver.

## 2008 MOTU CLASSICS

As in the UK continuity, the Classics canon described Mystacor as the enchanted kingdom of Etheria's magicians and the birthplace of Beatrix, the sorceress who betrayed her people to the Evil Horde and became Shadow Weaver.

Mystacor was home to many good magicians, including the wise Norwyn and Beatrix's fellow student and future Rebel leader Castaspella. Mystacor's floating castle contained a hidden magic archive, to which Beatrix led Hordak's Troopers in return for enhancing her powers.

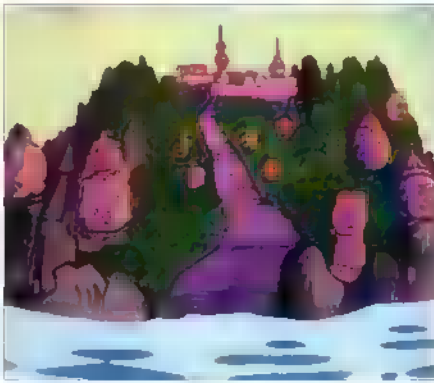
## MYSTERIOUS ISLAND

## 1983 FILMATION MOTU ANIMATED SERIES

A mysterious floating island began showing up near the new Eternian Dam. When supply ships started disappearing, Adam and Man-At-Arms began to explore the island, only to find an underground lair where Skeletor had captured the missing ships, planning to crash the island into the dam in order to flood the kingdom. When Skeletor's plan was thwarted, the beautiful island was turned into a national park for the citizens of Eternia.



## MYSTIC ISLE



## 1985 FILMATION POP ANIMATED SERIES

According to legend, the Mystic Isle was the storehouse for the greatest treasures of the First Ones, the founders of Eternia. It was believed that they sank the island below the surface of the sea in order to protect the treasure, yet the legend claimed that the island would rise again for a single day.

When the island surfaced, a large citadel covered in giant statues bearing the faces of the First Ones was visible at the top of a hill, with a long pathway leading up to it. Inside the citadel were paintings, sculptures, and other works of art, all displaying love, beauty, freedom, and truth as the very spirit of the First Ones.

## MYSTIC MOUNTAIN MINES

## Mines of Zahrkain

## 2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The Mines of Zahrkain lay somewhere in the Mystic Mountains at the mining town of Zahrkain, digging deep into the rocky terrain to carve out a cavernous network of pneumatic tubes serving as cart tracks to deliver miners quickly to their work. The mine employed a large force of workers hailing from many of Eternia's races to collect the mineral ores valued throughout the planet, transported in carts to refineries outside of the mines, which filled the sky above in a haze of noxious fumes.

Flying transport ships helped to bring workers to the mines from their communities scattered across the Light Hemisphere. A tavern nestled among the mines' refineries provided a place for workers to unwind and enjoy refreshments. The mines and tavern were evacuated by the Masters of the Universe, who were battling the Snake Men that were arriving in search of miners to consume.

## MYSTIC MOUNTAIN TAVERN

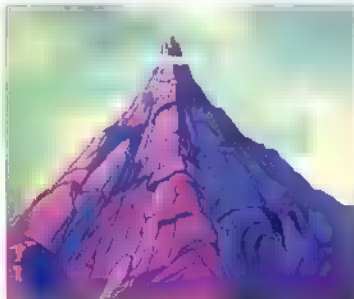
## 2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The Mystic Mountain Tavern lay nestled among the refineries of the Mines of Zahrkain, offering tired miners a place to relax and enjoy refreshments after returning from their work deep in the mine's cavernous network of pneumatic tubes and carts. The tavern's visitors included an eclectic assortment of races traveling from communities throughout the Light Hemisphere, such as Andreenids, Calligars, Avionians, Speleons, humans, Qadians, and Pelleezeans.

A keyboard instrument sat in the corner of the tavern, while Speleons hung from rafters above its tables. In another corner, a high-tech game similar to darts was played by Qadians. Workers drank a green liquid served by the tavern's human barkeep and its Qadian waitress, surrounded by walls lined with gruesome taxidermy.

Fisto spent his time at this bar drinking and brawling with other visitors, until he was reunited with his brother Man-At-Arms, who accused him of deserting from battle at the Great Unrest long ago. Panic gripped the tavern soon after, when an Andreenid warned of monster spiders in the Mystic Mountains, prompting Fisto to leave the watering hole in search of his brother.

## MYSTIC MOUNTAINS



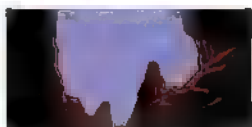
## 1983 FILMATION MOTU ANIMATED SERIES

The Mystic Mountains lay just north of the Vine Jungle and directly to the south of the Ice Mountain range. This vast, mystical range of mountains was home to many mysterious and fantastic animals and sapient races, such as mountain trolls, manticores, and many other creatures.

The Mystic Mountains, one of the largest geographic regions on Eternia, were also home to Stratos and the Bird People of Avion, as well as Mallek, the Wizard of Stone Mountain, the village of Artanna, and many other allies (and foes) of King Randor.

## 1983 MOTU MINICOMICS

The Mystic Mountains were an awe-inspiring range located on the planet Eternia. The city of Avion, home of Stratos and the Bird People, could be found high atop the peaks of the Mystic Mountains.

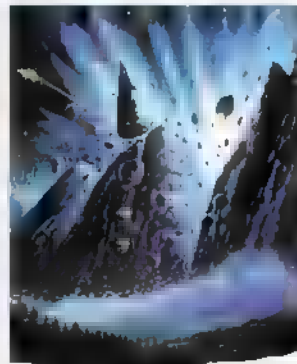


## 1983 GOLDEN MOTU BOOKS

The Golden books canon located the snow-peaked Mystic Mountains to the south of the northwestern continent on the Light Side of Eternia.

## 1983 LADYBIRD MOTU BOOKS

In the Ladybird continuity, the Mystic Mountains were said to be the largest and most mysterious mountain range on Eternia, home to many creatures,



including quite a few thought to be long gone or extinct. There were many valleys within the range, such as the Lost Valley and the Valley of Osgor. As in other continuities, these snow-capped mountain peaks were also the location of the mountaintop city of Avion.

## 1984 GERMAN MOTU AUDIO PLAYS

The German canon placed the Mystic Mountains near Eternia's equator, on the southern border of the Vine Jungle. In this continuity, the Spirits of the Deceased dwelled there, and its canyons were populated by gigantic

dinosaurs. Man eaters could be found in the mountains, as well as the Invisible Gnomes.

The Mystic Mountains were also the home of some of He-Man's friends. Avion, the city of Stratos, stood in a valley within the Mystic Mountains, as in other continuities, although in this one, it was protected by the Tree of Dying Time. Buzz-Off's home of Wasps Rock was also to be found among these mountains.

## 2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The animated series described the Mystic Mountains as a rocky expanse in Eternia's Light Hemisphere, inhabited by the Andreenids, the Avionians, and the mystic Zadak. Here, the honeycombed city of Andreenos was built into the side of the mountains, while the city of Avion and Zadak's retreat each sat high atop the mountains' peaks. Zadak's retreat seemed to be in a distant area of the Mystic Mountains where it snowed a lot. Visitors to Avion from the

Royal Palace of Eternos had to travel through a cave in the mountains, known as the Eye of Zahrkain, to reach the Bird People's home.

Webstor also took residence in the mountains after consuming Ambrosia, plotting to feed his army of spider warriors with the bodies of captured Andreenids and Avonians.

Against the Mystic Mountain valley lay the Mines of Zahrkain, which employed a large force of workers comprising many of Eternia's different races to collect the valuable metals and minerals relied on throughout the planet for a variety of uses.

#### 2008 MOTU CLASSICS

As in other continuities, the Mystic Mountains contained the kingdoms of Avion and Andreenos and their airborne natives. Following the Great Wars, the Mystic Enforcer Zadak settled in the Mystic Mountains to meditate for thousands of years.

### MYSTIC STONES



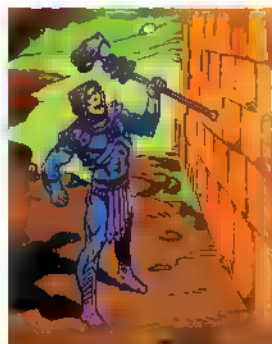
#### 1985 FILMATION POP ANIMATED SERIES

Located near the Twigget Village, the Mystic Stones was an area containing large monoliths and ancient ruins. The area was largely shielded by high, mountainous hills covered in trees.

### MYSTIC WALL

#### 1983 GOLDEN MOTU BOOKS

The Mystic Wall was a magic barrier created to prevent an invasion from Skeletor and his Evil Warriors in early times. After Skeletor's last defeat, the wall was sealed once more. It was at this time that Man-At-Arms and King Randor decided to hold the event known as the Eterniathlon. During these games, Skeletor once again broke the seal on the Mystic Wall.



#### 1986 UK MOTU COMIC MAGAZINES

The Mystic Wall was erected in this continuity by the Elders centuries ago to separate the good and evil areas of Eternia. Horde Prime had managed to take control of the evil area for himself but had been unable to break past the Mystic Wall. He eventually assigned Skeletor the task of breaking through the Mystic Wall and invading Eternia.

Skeletor saw immediately that the Mystic Wall was no ordinary fortification. Even his most powerful attacks did nothing to weaken it. Instead, by summoning the magic of

his Havoc Staff, Skeletor concentrated his metaphysical forces on a single tiny area, hoping that he would eventually be able to weaken that spot and smash through the wall.

Skeletor concentrated his stream of evil energy for thousands of years into the one spot, and the wall began to weaken. The Power of Grayskull also controlled the existence of the wall, and when it came time for Prince Adam to transform into He-Man for the first time, Grayskull borrowed some of the power from the Mystic Wall. When the wall was even more weakened for a second, Skeletor broke past it and began his conquest of Eternia.

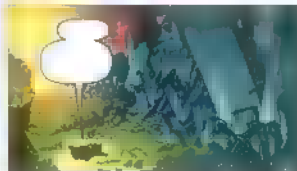
#### 2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The Mystic Wall was a tall barrier created in Eternia's past by the Sorceress and Man-At-Arms to prevent Keldor and his Evil Warriors from returning to the Light Hemisphere after his failed assault on the Hall of Wisdom. To erect the wall, the Sorceress channeled her magic through a sophisticated metal staff invented by Man-At-Arms, causing a solid sheet of orange stone to erupt from the ground, exiling everyone trapped on the opposite side of the wall in the Dark Hemisphere.

Years later, Skeletor destroyed the wall using a device powered by a Coridite Crystal. With the wall down, Skeletor renewed his attempted conquest of Eternia with an attack on the Royal Palace of Eternos.

#### 2002 MVS CREATIONS MOTU COMICS

In this comic retelling, the Mystic Wall was a huge structure built by Man-At-Arms with help from the Sorceress, constructed to keep the evil of Keldor away from Eternia and the Royal Palace of Eternos. The Mystic Wall was a huge, magic-infused barrier that encircled the entire planet of Eternia, splitting it into two halves: the Light Hemisphere and the Dark Hemisphere. Whereas Skeletor and his Evil Warriors were held on the Dark Hemisphere, the heroes lived on the Light Hemisphere. The wall was finally broken by Skeletor, and he invaded Eternia soon after.

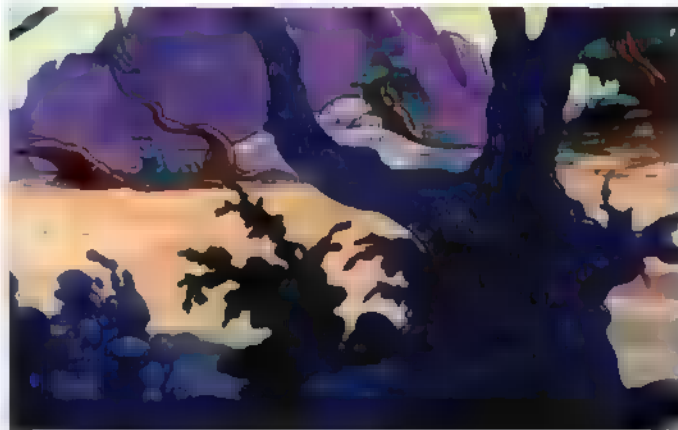


#### 2008 MOTU CLASSICS

The Mystic Wall was a barrier erected in this canon by the order of Captain Randor at the end of the Great Unrest, in order to trap his brother Keldor and his Evil Warriors in Eternia's Dark Hemisphere. To reward Randor, the Council of Elders waived the normal laws of succession and named Randor king, even though he was the second-born son of King Miro.

Years later Keldor, having become Skeletor, created his magical Battle Armor to pass safely through the Mystic Wall and abduct Randor's young daughter, Adora. The villain also captured the Sorceress and magically cloned her, to create for himself an evil bride to help him conquer Eternia. Man-At-Arms thwarted Skeletor by saving the Sorceress and her new magical daughter, and the Jungle He-Man, Oo-Larr, sent Skeletor back through the Mystic Wall with three strikes from his battle axe. Although Skeletor had lost his magic armor, he later breached the Mystic Wall and returned to threaten the Light Hemisphere with his Evil Warriors.

### MYSTICAL FOREST



#### 1983 FILMATION MOTU ANIMATED SERIES

The Mystical Forest was not nearly as dense as most forests on Eternia. It was expansive and spacious, though still dangerous, with man-eating plants ready to consume any individual trespassing into their territory.

### NACH'IMAN



#### 1986 MOTU NEWSPAPER STRIPS

Nach'iman was a small village located in the kingdom of Rondale. The village was once devastated by an earthquake caused by the madman known as the Faultmaster.



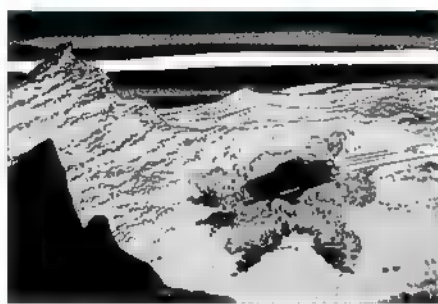
## NAMELESS DIMENSION

## 2008 MOTU CLASSICS

The Nameless Dimension was one of the Five Dimensions created by the Gods of the Multiverse. The Trollan Overlords of the Timeless Dimension banished one of their own, Gorpo, to the Nameless Dimension after he attempted to steal the power of the universe for himself. Gorpo became known as the Unnamed One and would later claim that his old name no longer held any meaning for him. Although it was his prison, the Nameless Dimension did not seem to hinder the Unnamed One's magical powers, as he found a way to create a serpent army during his exile. The Unnamed One was also able to send his servant King Hssss and several battalions of Snake Men into the Eternian Dimension to plunder its planets for their magical powers.

Despite having access to Eternia from the Nameless Dimension, the Unnamed One did not himself travel there until over five thousand years after his Snake Men first invaded the planet. He also did not travel back to the Timeless Dimension himself, even when a crack in space-time appeared in the Trollan skies after the destruction of the Kaydex Crystal by Horde Prime shattered the barrier between worlds. The Unnamed One did send his agents to Trolia, although they failed to capture the Overlords' Temple of Power for him.

## NAXOS



## 1986 MOTU NEWSPAPER STRIPS

Naxos was a verdant planet of natural wonders, inhabited by beings called the Leonats. It was known as a vacation destination, and Eternians sometimes traveled there on camping and fishing getaways. Naxos was once faced with destruction due to intensely powerful sun flares.

## NAZGHAL'S FORTRESS



## 1985 FILMATION POP ANIMATED SERIES

Nazghal's Fortress was located on Eternia, one thousand years before the birth of Prince Adam. Located in the Evergreen Forest, the fortress had a series of towers with thatched roofs and was home to the evil sorcerer Nazghal.

## NECRON



## 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Necron was the home world of both the Mytes and the Gleanons, who occupied separate sides of the planet.

## 2008 MOTU CLASSICS

The Classics continuity stated that Necron was a planet located either in or near the Tri-Solar System of the Eternian Dimension. Necron was the home of the Mytes, who made Primus's Ambassador Mara their queen.

## NEEDLE MOUNTAIN

Needle Mountains

## 1983 FILMATION MOTU ANIMATED SERIES

Located on the outskirts of the Ice Mountains, Needle Mountain was notable for being a unique formation, with a hole near its tip which ran from one side of the mountain to the other, much like the head of a needle.

## 1984 UK WORLD MOTU ANNUALS

In the continuity of the World Motu Annuals, the dangerous Needle Mountains were known for their needle-shaped mountain peaks that had claimed the lives of many people who tried to fly between their treacherous summits.

A village located in the valley between these mist-covered mountains was the home of Eternia's greatest herbalist, Signie.



## NEGA-DIMENSION

## 1986 UK MOTU COMIC MAGAZINES

The Nega-Dimension was the name given to the timeless realm into which King Hiss and the Snake Men were banished by the Elders of Eternia, after defeating their evil regime. The Snake Army was trapped in the Nega-Dimension for thousands of years before Skeletor finally unleashed King Hiss on present-day Eternia.

After being freed, King Hiss managed to release four other Snake Men from the Nega-Dimension, but most of his army was still trapped there. King Hiss hoped to eventually find a way to rescue his entire army from the Nega-Dimension.

## NEGA-SPACE

## 1986 UK MOTU COMIC MAGAZINES

Nega-Space was a realm which existed outside the normal confines of space and time. It was from Nega-Space that Hordak brought forth to Eternia the gruesome demon known as the Reality Shaper, to remold reality into the form of Hordak's deepest desires.

## 1986 UK POP COMIC MAGAZINES

On a later occasion, Evil-Lyn used her powers to transport the planet of Etheria into Nega-Space. She had set her sights on ruling Etheria herself and tried to trick She-Ra, Castaspella, and Catra into thinking it was in their best interests if Etheria remained in Nega-Space, where time would not pass. But She-Ra and Castaspella saw through her scheme, the latter using her own powers to transport Etheria back to its natural place in space and time.

## NEGATIVE CASTLE GRAYSKULL

## 1984 GERMAN

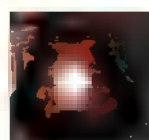
## INTERPART-CON-DOR MOTU COMICS

Somewhere in another dimension stood the Negative Castle Grayskull. Completely made of ice, this fortress probably emerged when Castle Grayskull's positive energies were drawn into the negative dimension.

After He-Man reclaimed his powers from his negative doppelgänger, the dimension dissolved, along with the negative castle.



## NEGATOR'S LABORATORY



## 1983 FILMATION MOTU ANIMATED SERIES

Negator used a high-tech laboratory to create and assemble his gladiatorial games.

## NEGATOR'S MOBILE LAIR



1983 FILMATION MOTU ANIMATED SERIES

Bearing a strong resemblance to one of Trap Jaw's Spider Drones, Negator's Mobile Lair was the moving base of operations from which he planned his evil deeds. The lair was laden with futuristic technology and was capable of projecting several beams which could transform harmless creatures into dangerous ones or change the size of insects.

## NEST OF THE MAGNA-SNAKES

1986 UK MOTU COMIC MAGAZINES

The Nest of the Magna-Snakes was located in the deepest reaches of an Eternian jungle. It was here that the extremely powerful Magna-Snakes had dwelled, ever since the defeat of the Snake Men by the Elders centuries before. King Hiss journeyed with his Snake Men to their nest and used his magic powers to awaken the Magna-Snakes once again.

## NETHERWORLD

1986 UK MOTU COMIC MAGAZINES

The Netherworld was the demonic realm to which the Sanns, a race of evil demons that once tried to conquer Eternia, were banished by the Elders. Skeletor used a magic spell to bring back to Eternia the evildest of all the Sanns, Kallu, the Lost Magician. The demon made his own attempt on Castle Grayskull before being banished back to the Netherworld by He-Man.

## NEW BURROW



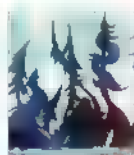
1986 UK MOTU COMIC MAGAZINES

New Burrow was a small village on Eternia located near Snake Mountain. Concerned that its close proximity to Skeletor's base would render it a potential target for evil, Prince Adam and Man-At-Arms visited New Burrow to sign a treaty with its

secretary, Az-Kew, accepting the protection of the Masters of the Universe.

At the same time, Skeletor's minions Spikor and Jitsu arrived in New Burrow, intent on kidnapping Az-Kew so that his people would have no choice but to follow the commands of Skeletor. He-Man and Man-At-Arms rescued the secretary and sent Skeletor's men fleeing, proving how important it was for New Burrow's citizens to ally themselves with the Masters.

## NEW FOREST



1983 FILMATION MOTU ANIMATED SERIES

A forested region with rolling hills, the New Forest was where Man-At-Arms went to test his new machine, the Hovermelter.

## NICIA



1986 UK MOTU COMIC MAGAZINES

Nicia was one of the most prosperous ports on Eternia, its fleet of fishing ships providing thousands of people living inland with seafood. The Nicians held a special event every year called the Parade of the Sea, which retold the legend of how Nicia once rose out of the sea and formed the land the Nicians called home.

He-Man, Buzz-Off, and Snout Spout visited Nicia when they became concerned about a perceived rise in sea levels close to the port, which could potentially endanger the settlement. Exploration out at sea revealed the reason for the rise was hundreds of melting icebergs not far from the coast, caused by Fire Sprites teleported to Eternia by a dimensional warp.

## NIGHTMARE JUNGLE



1986 UK MOTU COMIC MAGAZINES

The Nightmare Jungle was the site of the tragic fate of the two athletes Doodon and Theydon. Delayed by an accident during a race, the pair

were jogging through the Nightmare Jungle just as Modulok and Leech were observing from the undergrowth, instructed by Hordak to capture two of the runners. The evil minions sprang out and attacked the two friends, leading to the evil experiments that turned them into the opposing cyborg warriors Extendar and Dragstor.

## NIGHTWORLD

1986 UK MOTU COMIC MAGAZINES

Nightworld was the dark, loathsome planet to which the evil sorcerer Wraithbinder had banished the young and handsome Akra, future husband of Queen Neja of Majesta.

With Neja suffering from a curse inflicted upon her by Wraithbinder, she traveled the universe in search of the Nightworld, for only reunion with Akra could lift the curse. Fortunately the Sorceress of Grayskull was familiar with the Nightworld, so she journeyed there and rescued Akra, reuniting him with his beloved queen.

## NIPANA HILLS



1986 MOTU NEWSPAPER STRIPS

Eternia's desolate Nipana Hills were rather isolated and surrounded by nearby plains. Ninjor's remote hideaway could be found there.

## NORDLING



1983 MOTU MINICOMICS

Nordling was a small Eternian village governed by a mayor. The village was once besieged by the fiendish Spikor.

TRIVIA. The village was named after minicomic editor Lee Nordling. One panel shows a statue in the village which is drawn to resemble Lee Nordling himself.

2006 MOTU CLASSICS

The village of Nordling was home to the blacksmith Kleffton, who was fused with an enchanted suit of armor and magic trident when he attempted to steal a sacred scroll away from the city's high priests. The village of Nordling banished Kleffton, who became known as Spikor.



## NORDOR



Moon Nordor

**1984** UK WORLD MOTU ANNUALS

In the World annuals continuity, the moon of Nordor became Skeletor's main base of battle operations in the Triax Star System.

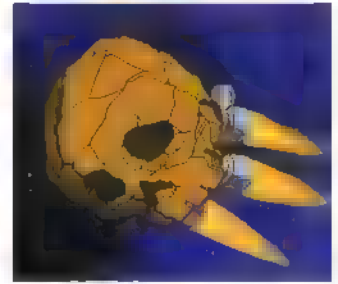
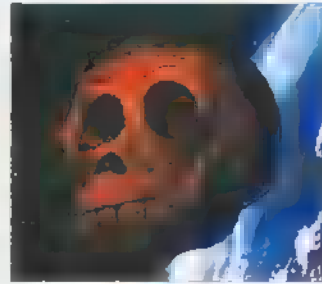
**1989** HE-MAN MINICOMICS

The planet Denebria's moon was a foreboding astral body called Nordor, which was shaped like a human skull.

**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

In the *New Adventures* canon, it was established that Nordor was once part of the planet Primus. Unable to contain the evil from a powerful crystal, the people of Primus were forced to blast the landmass containing it into space, where it eventually became known as Moon Nordor, orbiting the planet of Denebria.

Nordor was said to be made of the hardest rock in the Tri-Solar Galaxy and eventually became the headquarters of Flogg and his Mutant armada.



The Nordor Meteor was cut from the hard rock of Moon Nordor itself by the Mutants and launched toward Primus. It was designed to keep the Galactic Guardians busy while Crida launched a full-scale assault on the Mytes.

**2008** MOTU CLASSICS

The Classics continuity explicitly positioned Nordor and the whole Tri-Solar System within the Eternian Dimension and inside space claimed by the Horde Empire.

## NORTH FIELDS

**1986** UK MOTU COMIC MAGAZINES

The North Fields were the northernmost part of Hordak's Fright Zone on Eternia. They were a cold, barren, and snowy territory where the village of Sven-Town was located.

## NORTHERN ISLES

**1986** MOTU NEWSPAPER STRIPS

The frigid Northern Isles were located on the planet Eternia and populated by people who had renounced technology long ago.

The most well known of the isles was called Madaka. Princess Benura hailed from this island, and her father, King Telmund, was its sovereign.

The Northern Isles held to tradition and celebrated Land's Day, an event which had remained unchanged for five hundred years. Many judicial decisions in the Northern Isles were made by a Landstaat comprising several prominent individuals.

## NORTHERN PLAIN

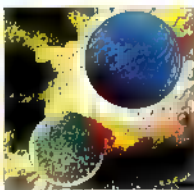
**1986** UK MOTU COMIC MAGAZINES

When Skeletor employed the Light of Zor to command the children of Eternia, aging them to adulthood

with dark magic and leading them as a powerful army, he used the Northern Plain as a camp for this new force.

The Heroic Warriors searched the Northern Plain following Stratos's sighting of a mysterious encampment there. They were caught in a dust storm along the way, but as it cleared, they stumbled upon Skeletor's camp and discovered his evil scheme.

## NORTH MOONS

**1987** GERMAN EHAPA MOTU COMICS

The North Moons were two moons which orbited Eternia. Once every hundred years they met each other on their courses, appearing to

become one moon when viewed from Eternia. This occurrence broke the power of the legendary Crystal Shield.

## NORTHERN MOUNTAINS (I)

**2008** MOTU CLASSICS

The Northern Mountains were a region on the planet Eternia where the peaceful G'hoat men lived until they were captured and enslaved by the evil Beast Man to serve in Skeletor's army.

## NORTHERN SEA

**1986** MOTU NEWSPAPER STRIPS

The Northern Sea which surrounded Eternia's Northern Isles was notable for its rough, frigid waters.

## NORTHERN MOUNTAINS (II)

**1986** UK POP COMIC MAGAZINES

The snow-covered Northern Mountains were located on Etheria in the Kingdom of Snows, ruled over by Frosta. When Adora, Madame Razz, and Broom went out for a day in the Northern Mountains, during a snowball fight they accidentally stumbled into the underground kingdom of the Wuglies, hidden beneath the mountains.

## NORTHERN WEATHER STATION

**2008** MOTU CLASSICS

The Northern Weather Station was an outpost belonging to King Randor in the Ice Mountains of Eternia. In a plot to spread cold weather across Eternia, Skeletor sent the villain Icer to seize this Weather Station after failing to steal King Randor's Ice Raider.

## NORTHLAND

## 1985 FILMATION POP ANIMATED SERIES

The town of Northland, though officially under Horde control, sided with the Great Rebellion. The Northland School was led by the town teacher,



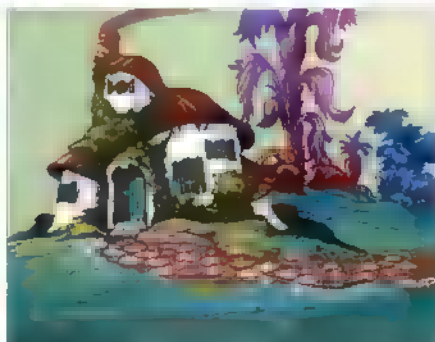
Serena, who taught the local children that Etheria was once a peaceful planet, and the Horde had brainwashed the populace. She taught using textbooks that were not approved by the Horde, and

when they learned of this, they put all the books on a bonfire and replaced them with Horde-sanctioned propaganda.

## 1988 BRAZILIAN EDITORA ABRIL POP COMICS

The scenic village of Northland was located close to the Whispering Woods on the planet Etheria. Northland was home to Flarion, leader of a Rebel conspiracy against the Horde.

## NORWIN'S COTTAGE



## 1985 FILMATION POP ANIMATED SERIES

In the forest near the village of Alwin lay Norwin's Cottage, a humble, dome-shaped house with a blue door, shutters around the windows, and a thatched roof. The wizard Norwin and his apprentice Arden lived at the cottage, although Arden desired a more adventurous life.

## NORZON MINES



## 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

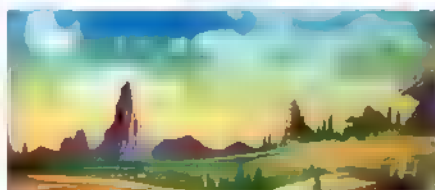
The Norzon Mines were located on the planet Necron. They were run by the Gleanons, who frequently sent their prisoners to the mines to do hard labor.

## NOWELLA

## 1983 FILMATION MOTU ANIMATED SERIES

Nowella was the quiet and peaceful Eternian village from which the Sorceress originally hailed, where she grew up as a young woman known as Teela Na. Alien invaders attacked the village along with Morgoth the Terrible, capturing all its citizens. However, with the help of an old man, Teela Na was able to escape and find help at Castle Grayskull. Becoming the new Sorceress, she succeeded in defeating the invaders and banished Morgoth to another dimension.

## OASIS



## 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Oasis was a large region of land on Primus. Drissi and Caz were often seen in this area tending to their animals.

The ruins located near the Oasis were the site of the final battle between He-Man and Skeletor.

## OBELISK



## 1983 MOTU MINICOMICS

Once a year, the great and mysterious Obelisk rose from the ground on Eternia. Its properties and meaning were always different. Enormous powers of both good and evil were trapped inside and could be summoned by saying "power to good" or "power to evil"; these powers would manifest in the form of strange creatures.

At its highest point, the Obelisk had strange writing etched upon it. Once, these etchings foretold events that were yet to come.

## OCEAN LABORATORY

## 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Ocean Laboratory was located near Primus's underwater city of Serus. It was in a state of disrepair and was briefly taken over by Keto when he and his people landed on Primus.



## OCEAN OF FIRE

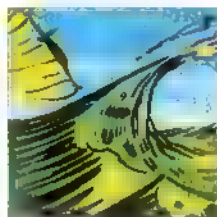
## 2008 MOTU CLASSICS

The Ocean of Fire was a huge inferno burning off the coast of the Snake and Dragon Territories of Preternia. This flaming ocean disappeared after the Spell of Separation dramatically rearranged Eternia's topography.

## OCEAN OF GNARL

## 1983 MOTU MINICOMICS

The tempestuous Ocean of Gnarl was located on the planet Eternia. Its rough, greenish waters formed a stark contrast to the beautiful Golden Isles which were found there.



## 1983 LADYBIRD MOTU BOOKS

The Ladybird continuity stated that the Ocean of Gnarl was

one of the major bodies of water on Eternia. These rough and white-capped waters flowed throughout the year, bringing storms and chill to the land. For all its ferocity, the Ocean of Gnarl helped bring much-needed rain and snow to the lands of Eternia, keeping the soil fertile and the crops growing.

## 2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The MYP canon described the Ocean of Gnarl as a tropical body of water, the location of the mysterious island of Anwat Gar and the Legacy Stones guarded by Sy-Klone. Gnarl's waters also contained Orkas Island, home to Dekker, the Claw People, and ruins containing the Emerald of Orkas Island.

In a battle with Count Marzo, He-Man hurled the villain's magic amulet many miles away to land on the bottom of the ocean floor, where it created a huge explosion that destroyed sea life and underwater habitats. It was later retrieved by an unknown person, for the next time the amulet appeared, it was with Marzo as he joined Skeletor's Council of Evil.

There were many species of colorful sea life and birds inhabiting the Ocean of Gnarl, including giant fish similar to whales and poisonous Pulmos, akin to giant jellyfish. Madrona Tree Pods were commonly seen floating in the ocean, containing milk whose enzymes were said to be the only known cure for the Pulmos venom.

## 2008 MOTU CLASSICS

The Classics continuity specified that the Ocean of Gnarl was the westernmost body of water on Eternia's Light Hemisphere.

The ocean shared the name Gnarl with a valley and a mountain range that existed on the supercontinent of Preternia before Hordak cast the Spell of Separation in ancient times, which radically changed the planetary landscape.



## OCEAN OF TIME

### 2008 MOTU CLASSICS

The Ocean of Time was a large body of water to the north of the territory belonging to the Free People of Preternia. This ocean disappeared after the Spell of Separation dramatically altered Eternia's landscape forever.

## OCEAN OF TIMEBRAIDS

### 1986 GERMAN POP AUDIO PLAYS

Located far from the Crystal Castle, the Ocean of Timebraids was the most dangerous of all Etherian seas. The strings of time became tangled there, and it was said that whoever traveled across this ocean would become lost in time forever. A safe return was only possible by paralyzing the Guardians of Time.

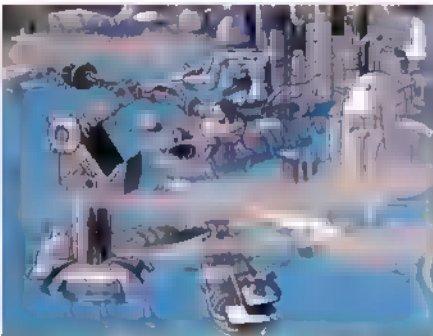
The Corals of Promise could be found on the seabed in the shallow waters of this ocean.

## OCEANUS

### 1986 UK POP COMIC MAGAZINES

Oceanus was a water planet and the home world of Hydron, an intergalactic alien mercenary who stole entire oceans from different planets to power himself and his world. He designated Frosta as his captive so that he could use her powers over ice to become the most powerful being on Oceanus.

## OCTOPUS COVE



### 1985 FILMATION POP ANIMATED SERIES

Octopus Cove was a Horde sea base where the Horde Dreadnoughts were docked on the planet Etheria. Octavia commanded this cove and was ready to launch the Horde's navy at a moment's notice.

### 2008 MOTU CLASSICS

In Classics continuity, the Aquatican warrior Octavia was stated to have eventually left her post as ruler of this Horde-occupied cove, in order to serve Hordak in the Sea of Sighs and even the Fright Zone itself.

## OGRE MOUNTAIN

### 2008 MOTU CLASSICS

Ogre Mountain was the site of the evil Geldor's fortress, from which he ruled his kingdom of Foodar. After the villain abducted Torgul of Vaderia, the heroic Vaderian Prince Dakon sought help from He-Man and the Masters of the Universe. Together they mounted an assault on Ogre Mountain and defeated Geldor.

## OIL-WELL

### 1986 UK MOTU COMIC MAGAZINES

The Oil-Well was built by the Evil Horde within the Ice Forest while drilling into the ice to obtain oil for Hordak's fleet of Batmex crafts. After the Heroic Warriors discovered that the well was polluting the surrounding territory, Snout Spout attacked and overpowered the Troopers, thus putting an end to Hordak's operation.



## OLD MONASTERY

### 1984 UK WORLD MOTU ANNUALS

The Old Monastery was a building located within the ruin-filled city of Zor.

## OLD RUINS

### 1985 FILMATION MOTU / POP ANIMATED CHRISTMAS SPECIAL

Although it was never specified, the Old Ruins appeared to be an industrial base of operations once dominated by the Evil Horde. The area was uninhabited, and the buildings had fallen into great disrepair. Few would enter this location, as the terrifying Beast Monster lurked there within a large pool of water.



## OLD VINE JUNGLE

### 1983 FILMATION MOTU ANIMATED SERIES

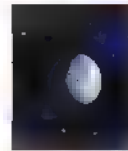
Possibly one of the most dangerous places on Eternia, the Old Vine Jungle was a dense, overgrown, musty, and moss-covered region that existed under the planet's surface. This eerie environment was full of deadly vegetation and was crawling with man-eating plants and monsters, all of whom would ensnare unwary travelers.



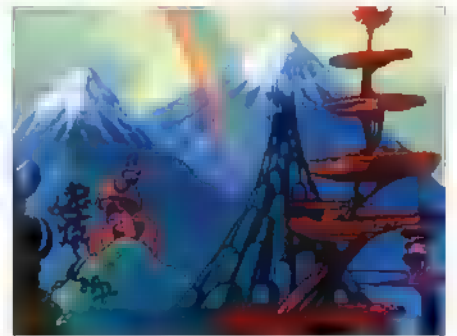
## OMEGA-4

### 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Omega-4 was a barren ice planet located in the Tri-Solar Galaxy, upon which the deadly Black Omega gas was plentiful.



## OMIROS



### 1983 FILMATION MOTU ANIMATED SERIES

Omiros was a beautiful world with a magical appearance that featured unique buildings (some of which floated) and even landmasses that similarly appeared to defy gravity. Tik Tok was one of the friendlier inhabitants of the planet, while the villainous Zalt attempted to overthrow the planet from his base of operations in Castle Ackle.

## ONNOR



### 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Onnor was a huge underground city located beneath Primus. A vast metropolis, it was home to the Inner Council and the Vasionic Resonator. Onnor was connected to the rest of Primus via transport tubes located across the planet.

## OPERON

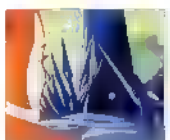


### 1983 FILMATION MOTU ANIMATED SERIES

Home to the peaceful King Thales and his daughter Princess Rhea, the kingdom of Operon existed within

one of the many dense jungles on Eternia. The city was golden in appearance and had a large defensive wall surrounding its many buildings. Operon City was constantly troubled by the threat posed by the opposing kingdom Targa.

## ORACLE'S CAVE

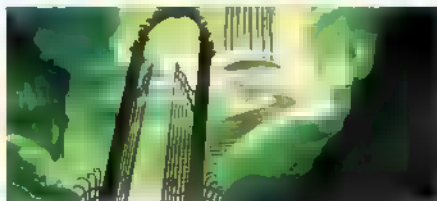


### 1983 FILMATION MOTU ANIMATED SERIES

Located in the Crystal Sea, the Oracle's Cave appeared to have been carved into the crystalline peak upon

which it was located. In the center of the cavern lay an altar made entirely of crystal, upon which an orb was located. The Oracle of the Crystal Sea would appear within the sphere whenever someone entered the cavern.

## ORACLE'S LAIR



Oracle's Temple

### 2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The Oracle's Lair was found in the distant past of King Grayskull's rule, in a lush Eternian forest near the city of Zalesia. Much later the region would be known as the Sands of Fire. The lair where the Oracle resided was guarded by magic, as even Veena couldn't reach it.

It appeared as a strange marble building suspended in the air by unknown means, with a roof propped up by a ring of tall pillars. A staircase led from a metal gate at its base up to a stone platform.

### 2008 MOTU CLASSICS

The lair was referred to as the Oracle's Temple in the Classics canon. It was a floating citadel located near the city of Zalesia in the northern corner of the Snake Territory and very close to its border with the Horde Territory of ancient Preternia.

## ORCA

### 2008 MOTU CLASSICS

Orca was a domed underwater city in the Guardian Sea of the planet Primus in the Tri-Solar System. Orca was the birthplace of Daniel Ripper Jr., who became the Galactic Protector Hydron.

## ORINX



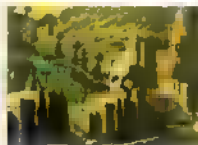
### 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Orinx was a web which formed around the Primans' suns during a period in which shells formed around them, depriving Primus of heat.

## ORKAS ISLAND

### 2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

A tropical island in the Ocean of Gnarl, Orkas Island was covered in ancient ruins that attracted both the Masters of the Universe and the Evil Warriors in their pursuit of the Emerald of Orkas Island. The two factions battled for possession of the emerald, which was claimed by He-Man and later delivered to the Sands of Fire to be destroyed.



A former trainer from the kingdom of Eternia named Dekker enjoyed his retirement on the island, fishing for the island's colorful sea life from his home built from a giant clamshell. Orkas Island was also inhabited by Clawful's cousin and their species of crab people, who captured the hero to use as bait in an ambush against several Masters of the Universe in one of the island's damp caves. Giant jellyfish-like Pulmos rose from the ocean to battle He-Man on the island's sandy beach as he set about rescuing Dekker and his allies.

### 2008 MOTU CLASSICS

In the Classics canon, Orkas was an island in the Harmony Sea, just off the coastline of the Sands of Time in Eternia's Light Hemisphere. In this continuity, Clawful's race of crustacean warriors that called Orkas Island home were known as the Karikoni.

## UGRAUT SPACEPORT

### 2008 MOTU CLASSICS

The Ougraut Spaceport was a facility on the Eternian island of Anwat Gar during the Great Wars. The spaceport connected the Gar with intergalactic travel before the majority of the island was submerged beneath the Ocean of Gnarl after the Spell of Separation changed Eternia's landscape.

## OUTER LANDS

### 1986 UK MOTU COMIC MAGAZINES

The Outer Lands were the kingdom on Eternia from which Prince Ter'Ryl hailed. The prince came to Eternos City on a goodwill visit and got on particularly well with Orko.

## PALACE OF STARS

### 1983 GOLDEN MOTU BOOKS

The Palace of Stars was the royal residence of Princess Ellanella, who was the only remaining heir to the throne of Etheria's kingdom of Stardell.

## PATCHWORK HILLS

### 1984 UK WORLD MOTU ANNUALS

The Patchwork Hills were located in an unnamed village on the planet of Etheria. The hills were thus named because of the countless small, fertile fields that covered them. Together these fields resembled giant patchwork quilts, as though laid down across the gentle, rolling hills. These fields grew all different kinds of crops that varied in shape, size, and color.

For a long time the Patchwork Hills was Horde-controlled territory. Each year, the Evil Horde would take more and more crops, leaving statues of Hordak behind. Eventually the villagers could take no more and started an uprising, yet they were no match for the heavily armed forces of the Evil Horde. The Great Rebellion had to step in and help liberate the village and free Landor, the well-known mapmaker who lived there before he was kidnapped.

## PEEKABLUE'S HOUSE

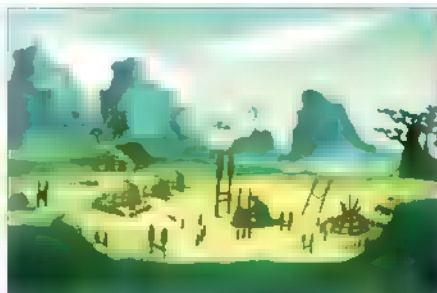


### 1985 FILMATION POP ANIMATED SERIES

Located outside the Whispering Woods on Etheria, Peekablue's house was a stylized, tepee-like structure with a stone footpath that led to its front door. Wooden support beams held the structure up, and the building had windows and openings on its upper level.



## PELEEZEEA



### 2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

Pelleezeea was a village nestled in a valley somewhere in Eternia's Light Hemisphere, home to a race of short, furry creatures called the Pelleezeans. The Sorceress defended this village and its people from a marauding warlord named Prahvus in Eternia's past, and thus an image of her was carved into a slab of stone standing against a cliff to serve as a reminder of their history.

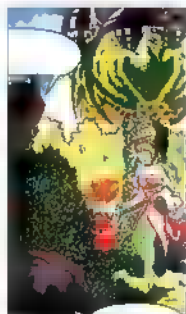
The village was dotted with primitive huts and circled by a fence made from sticks and bones. A supply of the creatures' only weapons, feathered spears, was kept in one of these huts. Their shaman's hut could be found at the center of the village. The village would fall under attack again seventeen years later, this time at the hands of Skeletor and his slimy skeletal minions, and only survived thanks to the heroic acts of Teela, Man-At-Arms, and He-Man.

### 2008 MOTU CLASSICS

The village of Pelleezeea was a small settlement in the southern region of the Plains of Perpetua on Eternia's Light Hemisphere and the home of the young thief Odiphus. When his people banished him for helping the warlord Prahvus destroy their defensive weapons, he made his way across Eternia and eventually found Tri-Klops's lab in Snake Mountain, which led to Odiphus becoming transformed into the Evil Warrior Stinkor.

The inventor Gwildor briefly settled close to the village of Pelleezeea to live a solitary life, until he created the Cosmic Key and became the target of evil forces seeking to exploit the device for their own nefarious ends.

## PERFUMED FALCON



### 1986 UK POP COMIC MAGAZINES

The Perfumed Falcon was the home of Perfuma. As the entrance was located high in the air, Perfuma used Perfumed Clouds to enter. Perfuma kept countless bottles of flower fragrances and scents in her home, along with her talking plants.

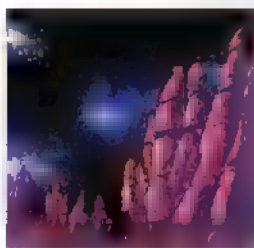
## PHANTOM DIMENSION

### 1983 FILMATION MOTU ANIMATED SERIES

An eternal prison for those who had committed acts of unspeakable evil, the Phantom Dimension was located in between worlds. Prisoners within the dimension could see the living world but were unable to interact with it, often leading to great frustration.

Beings sent into this world were transformed into invisible phantoms. However, if an ounce of good remained within them, they could tap into that goodness and reappear in the normal world once again, though only as a spirit.

## PHANTOS



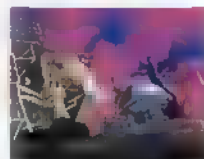
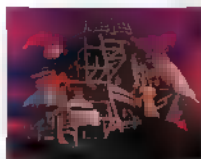
### 1983 FILMATION MOTU ANIMATED SERIES

The planet Phantos, ruled by Queen Elmora, was famous for its Photanium ore, which could produce the strongest metal in the universe and was mined and smelted solely on this world. Skeletor attempted to conquer Phantos for the wealth of its mines with the aid of Strongarm. Fortunately, He-Man rescued Queen Elmora from their clutches.

### 2008 MOTU CLASSICS

The Classics canon stated that Phantos was a planet located in the Eternian Dimension, outside of the Horde Empire.

## PHANTOS PHOTANIUM FOUNDRY



### 1983 FILMATION MOTU ANIMATED SERIES

Located in the shadow of Queen Elmora's castle stood a foundry which smelted and refined the Photanium ore mined on the planet Phantos. When Skeletor overtook the foundry, the workers were enslaved and unconventional objects were produced, such as the Photanium Body Cells. However, the foundry also had a secret entrance to Elmora's Castle, which He-Man used to help free her from Skeletor's spell.

## PHANTROX

### 2008 MOTU CLASSICS

Phantrox was one of the satellites of the planet Eternia. It had an irregular shape similar to a wedge rather than a sphere.

## PHELIBIO IX

### 2008 MOTU CLASSICS

Phelibio IX was a planet located inside the Horde Empire, in the Eternian Dimension. It was the home world of the Rebrunk Nurus, a sinister insect race that included Glieeb-Tolio Jak-Us, better known as the Horde warrior Mantenna.

## PINE TOWN

### 1985 FILMATION POP ANIMATED SERIES

Pine Town was a small settlement on the outskirts of the Valley of the Lost, on Etheria. The people of the town were loyal to the Great Rebellion and would report any suspicious Horde activity to Adora and the Rebels.

## PIRATE COVE

### 2008 MOTU CLASSICS

Pirate Cove was a bay located on the northern edge of the territory belonging to the Free People of Preternia. The cove was located close to Anwat Gar and was cut off from the rest of the Free People's territory by the Great Jungle.

Pirate Cove may have been the source of the Gar Pirates, who terrorized Eternia after Anwat Gar was submerged beneath the Ocean of Gnarl.

## PIRATE TUNNELS

### 1986 UK POP COMIC MAGAZINES

Built by pirates and smugglers many years before the Great Rebellion was formed, the Pirate Tunnels were located deep beneath Castle Bright Moon on Etheria. When Hordak used the Spy Screen to permanently survey the Rebellion throughout Etheria, She-Ra and a band of Rebels found refuge underground in the Pirate Tunnels, where the screen could not reach. The tunnels extended as far as the Fright Zone, so by using an invisibility spell, Castaspella was able to sneak unseen to Doom Tower to help destroy Hordak's prying screen.

## PIT OF LIGHT



**1986** UK TWINS OF POWER MAGAZINE

The Pit of Light was located within Snake Mountain, on Eternia. When Horde Prime sent Hordak and Skeletor after the newly discovered Sword of Evil, one half of which was hidden in Castle Grayskull, ancient texts foretold that the sword must be

cast into the Pit of Light to prevent evil forces from gaining control of it.

He-Man journeyed to Snake Mountain to do just this. But within the fortress, he was faced with a surprise attack by Hordak. The Horde leader took the sword from He-Man, who fell into the Pit of Light himself, narrowly managing to escape by using all of his strength to grip the walls and climb back to safety.

## PIT OF SHADOWS



**1983** FILMATION

MOTU ANIMATED SERIES

When Granamyr's magic fires were extinguished by Morningstar, Orko, He-Man, and Man-At-Arms journeyed to the Pit of Shadows, deep

under Darksnoke, to retrieve a new flame with which to reignite Granamyr's fire.

The Pit of Shadows was guarded by griffin statues, which could animate when visitors approached. For it was said that only the good, the wise, and the brave could enter the Pit of Shadows and see the fires within.

## PLAGRA STATION

**2008** MOTU CLASSICS

Plagra Station was a large space outpost located on the very tip of the space controlled by the Horde Empire in the Eternian Dimension. Because of this remote location, it was unknown whether it in fact belonged to the Horde, or if it was instead a line of defense against their forces.

## PLAIN OF ETERNITY

**1984** GERMAN MOTU AUDIO PLAYS

The Plain of Eternity was a large green landscape on Eternia, populated by many mages. Although it appeared to be a pretty and calm area, deep caverns could be found in this region in which resided abominable monsters that were able to reach the surface. These humanoid creatures originated from

the planet Earth and had entered Eternia many thousands of years ago, through the Cosmic Bridge.

When the mage Reigam allied with Skeletor to conquer the Royal Palace, He-Man traveled to the Plain of Eternity and destroyed the cavern where the Cosmic Bridge stood.

## PLAIN OF MOOLITH

**1984** UK WORLD MOTU ANNUALS

The Plain of Moolith was a calm area that bordered the dreaded Marshes of Moolith.

## PLAIN OF THE WINDS

**1985** US MOTU MAGAZINES

The Plain of the Winds was a barren, desolate landscape located on the planet Eternia. Hordak once constructed a monstrous maze there in an effort to finish the job he'd started years earlier: the kidnapping of Prince Adam.

## PLAINS OF MIZROCK



**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Plains of Mizrock were a large stretch of land on Necron, which lay between Velpine City and Sorton Space Base.

## PLAINS OF PERIL

**1986** MOTU NEWSPAPER STRIPS

The Plains of Peril were located just outside the kingdom of Rondale.

## PLAINS OF PERPETUA



Plain of Perpetua

**1983** FILMATION MOTU ANIMATED SERIES

The Plains of Perpetua were a picturesquely beautiful part of Eternia, a nearly endless area covered in grass, including its uniquely tiered mountains. Beneath this grassy, undisturbed vastness was hidden a bewildering maze of caverns.

**1983** LADYBIRD MOTU BOOKS

In striking contrast to the scenic grasslands of the television series, the Ladybird books portrayed the Plain of Perpetua as a rocky area full of monsters and evil creatures, with a reputation for being among the most dangerous regions on the planet. A trackless, grassy lowland made up 25 percent of the area, which bordered the Mountains of Perpetua in the northeastern continent of Eternia. The extremely hazardous Labyrinth of Perpetua was also located on this plain.

**2008** MOTU CLASSICS

The Classics canon specified that the Plains of Perpetua existed on Eternia's Light Hemisphere, between the Mystic Mountains and the Ice Mountains in the North. It was also stated that in ancient times, Perpetua was the site of mountains rather than plains, suggesting that in this continuity the modern region did not share Filmation's tiered mountains.



## PLANES OF MAGIC

**1986** UK MOTU COMIC MAGAZINES

Orko was able to scan the Planes of Magic throughout the universe, in order to detect sources of mystical power. While doing this, he came across a strange source of magic emanating from the Cave of Phifor on Eternia, and then led He-Man there to investigate.



## PLUNDER ROOM

## 1985 FILMATION POP ANIMATED SERIES

Inside Doom Tower, beneath the Magna-Beam Transporter lay the Plunder Room. In order to charge the Magna-Beam, Hordak took captives who possessed a strong will and imprisoned them



inside glass cages linked to machines in the Plunder Room, which then sucked the willpower from them. Leaving them drained and weak,

this willpower energy was funneled from the Plunder Room to charge the Magna-Beam Transporter above.

## PLUNDOR'S FACTORY

## 1983 FILMATION MOTU ANIMATED SERIES

Located on the planet of Trannis, Plundor's Factory was a nightmarish vision that bore a more than striking resemblance to the rabbit-like visage of Plundor himself. The polluting factory poured gallons of oil into the surrounding rivers and churned



plumes of smoke into the sky, blocking out the sun. Because of his terrible factory, Plundor was responsible for the extinction of many animals.

## PODI'S CAVE



## 1983 FILMATION MOTU ANIMATED SERIES

Podi's Cave was an abandoned temple on the outskirts of the Vine Jungle. Podi used this manmade cave as a hiding place, for this ancient place of worship was long forgotten by most people—except for Rago, an enemy of Podi's father.

## POINT DREAD



## 1982 DC MOTU MINICOMICS

The mysterious Point Dread was a stone structure of magical might, a mystical location appearing on the face of Eternia for only a short time every twenty years. Point Dread was associated with the powerful Talon Fighter, which rested atop the eldritch outpost.

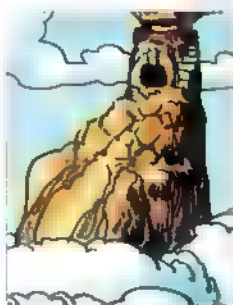
Skeletor once endangered all of Eternia by tapping into Point Dread's power, but the Goddess spirited the entire structure away to Castle Grayskull, merging it with the mystic stronghold.

## 1983 MATTEL MOTU BOOK AND RECORD SETS

In *The Power of Point Dread!*, He-Man first learned about the outpost when the Cosmic Enforcer Zodac asked the hero to follow him high into the craggy mountains of Eternia. There, Zodac revealed Point Dread and the Talon Fighter to He-Man.

In this canon Point Dread was created by the same scientists who built Castle Grayskull ages ago, before the Great War. The structure itself could move through both time and space—thus, by using Point Dread's power, one could go anywhere on Eternia in an instant. Inside Point Dread were a computer monitor and advanced technological marvels.

Point Dread would appear whenever the Talon Fighter was about to land.



## 1984 UK WORLD MOTU ANNUALS

In the earliest World annuals, Point Dread was described as Skeletor's evil lair (this was possibly written before Snake Mountain was created to be his base of operations, marking a unique contrast to all other continuity about Point Dread). It had no association with the Talon Fighter.



Described as an underground, multilevel fortress with all the same doom and gloom of Snake Mountain, it appeared as a blackish, mountain-like tower that rose out from the Eternian Sea, entirely made of naturally glowing rock formations. The entrance was a steep, sloping passage with twisting stairs that led to the deep below. Within, Point Dread was made up of a vast labyrinth of passages, caves, pits, mines, and dungeons. Deep underground, Skeletor's prisoners served as miners in the Sulphur Mines of Point Dread.

Lying beside Point Dread was a ruined underwater city, destroyed by an earthquake thousands of years earlier. Skeletor hoped to rebuild and colonize it with Eternian slaves.

## 1984 GERMAN MOTU AUDIO PLAYS

The German audio plays canon described Point Dread as a mobile command center used by the Masters of the Universe, which stood in different places at various times, and could even be found in outer space.

## 2008 MOTU CLASSICS



In the Classics continuity, Point Dread was again a magical fortress that could teleport across space to be located on a mountain or atop the southeast tower of Castle Grayskull itself. The Talon Fighter vehicle, though connected to Point Dread, was also said to have been built and piloted by one of the evil Fighting Foe Men in ancient times. Despite this association, the Talon Fighter was shown being piloted by forces fighting the Evil Horde and the Fighting Foe Men during the Second Ultimate Battleground, suggesting that Point Dread was ultimately controlled by the heroic Masters of the Universe.

## 2012 DC MOTU COMICS

In the DC comics canon, Point Dread was located in the Mystic Mountains and served as a rendezvous point for the heroic Masters of the Universe after a devastating battle with the Horde. The refugee warriors allied with King Randor met at Point Dread to regroup and formulate a new tactic against the Horde. The Talon Fighter docked atop Point Dread and was used by He-Man to make a hasty escape from this battle, after which they rendezvoused at Point Dread.

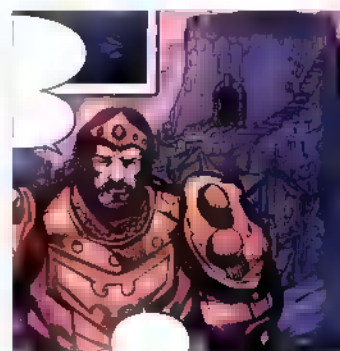


IMAGE COURTESY OF DC COMICS

## POLAR CAP



1986 UK MOTU COMIC MAGAZINES

He-Man, Buzz-Off, Snout Spout, and Man-At-Arms traveled to the Polar Cap of Eternia, following a dangerous rise in water levels caused by icebergs melting in Eternia's warm seas. The heroes bound these icebergs together and traveled north to investigate the Polar Cap, where they discovered a race of Fire Sprites was responsible.

The Fire Sprites had come to Eternia after being forced to flee their home world of Incendria but had unwittingly caused damage by melting the local icebergs. He-Man set about investigating the source of their problem and ensuring the safety of the Eternian Polar Caps.

## POLAR SEA



1985 FILMATION POP ANIMATED SERIES

Etheria's Polar Sea, although stunning in appearance, was nigh impossible to reach by land, as it was surrounded by inhospitable frozen lands and occasional icebergs.

## POLARIDES

2008 MOTU CLASSICS

The world of Polarides was a large planet located outside of the Horde Empire in the Eternian Dimension. It was a relatively dry world with natural waters limited to large lakes rather than oceans.

## POLONIA



1983 FILMATION MOTU ANIMATED SERIES

A desolate mountainous region, Polonia was the land in which Monteeq's Castle stood. Polonia was also known for being a land which had never experienced any giant activity.

## POOL OF BEAUTY



1986 POP MAGAZINES

The Pool of Beauty was an oasis which lay within the Sizzling Desert on Etheria. It was said that the pool was all that remained of a once-great ocean. The pool was the definitive judge of beauty, and it informed Catra that there was one who was indeed more beautiful than she. It was hinted that in fact She-Ra was the one to whom the Pool of Beauty was referring.

## POOL OF SHADOWS

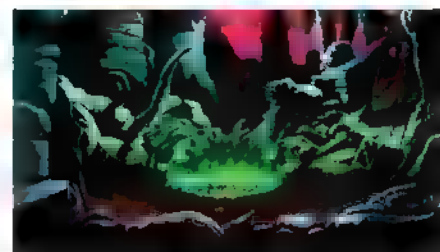


1986 UK MOTU COMIC MAGAZINES

The Pool of Shadows in the Eternian Woods was one of Battle Cat's favorite spots to visit. After a tough workout or battle, he liked nothing more

than to take a long drink of water and a short snooze by this pool. Hordak took advantage of this and enacted a devilish scheme, contaminating the water with poison. When Battle Cat became seriously ill after drinking from the pool, Hordak sent a note to the Heroic Warriors offering a cure for his illness in return for the throne of Eternia.

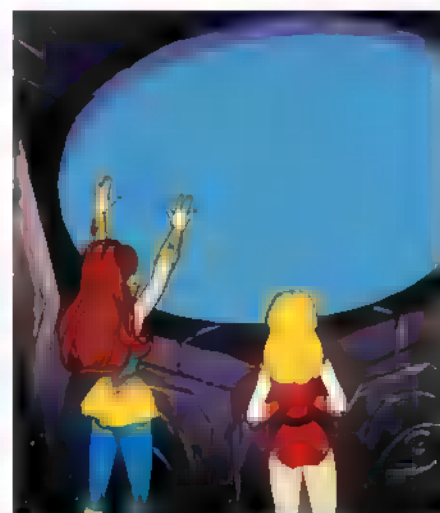
2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES



The Pool of Shadows was a site of magic which lay in the center of cluttered ruins somewhere in the Dunes of Doom in the Dark Hemisphere of Eternia. A hook-shaped pillar loomed overhead, which Skeletor used to hang Evil-Lyn like bait over the pool as punishment following her betrayal when freeing the Snake Men from their timeless prison under Snake Mountain.

When disturbed by Skeletor's Havoc Staff, the sinister pool bubbled and glowed, opening a gateway to the Forsaken Realm, home to ancient horrors from the time before time. One such horror, an inky-black monster covered in green eyes, began to ooze from the pool, demanding a sacrifice. However, the gateway was destroyed by the monster itself in a devastating explosion as it retreated from an assault by He-Man.

## POOL OF VISION



1985 FILMATION POP ANIMATED SERIES

Located in Castaspella's castle of Mystacor, the Pool of Vision was found in a large circular structure. Using her magic, Castaspella was able to use this pool to see the activities of people on other worlds, such as Prince Adam on Eternia.



## PORT OF RANDORHAVEN



1983 LADYBIRD MOTU BOOKS

The Port of Randorhaven was the port city for the kingdom of Eternia. King Randor and his family used this port to board his luxury yacht, the *Sea Eagle*. It was also a popular destination for sea merchants.

## POWER ROOM

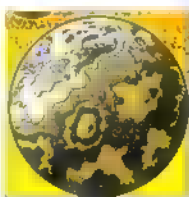


1983 FILMATION MOTU ANIMATED SERIES

Locked behind giant, strong doors, the Power Room lay within the underground kingdom of the Belot people. Belot vehicles had no self-contained ability to generate power and thus needed to draw their power from the central Power Room, which was relatively small given the number of vehicles it had to charge.

When He-Man came to stop the Belot invasion and their theft of the royal crops, he tilted two generators into each other, thus destroying them and making the Power Room useless.

## PRĀKAMOS



1987 GERMAN EHAPA MOTU COMICS

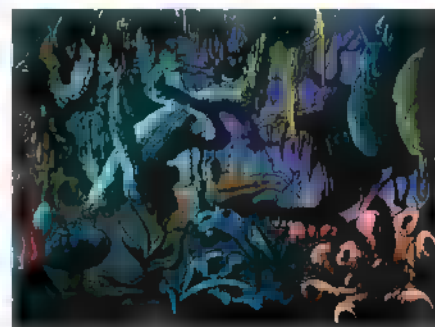
Prākamos was a primeval world inhabited by dinosaurs and primitive men.

It was called "the lost planet," as it did not circle around any sun but

moved freely through the depths of space.

When Skeletor and the Evil Mutants discovered Prākamos, they used a brain manipulator to enslave the natives and force them to mine diamonds. Soon after He-Man thwarted this plan, Prākamos left the Triax Star System, continuing its journey across the cosmos.

## PREHISTORIC JUNGLE



1983 FILMATION MOTU ANIMATED SERIES

After accidentally sending Adam's Power Sword into prehistoric Eternia, Orko and Cringer traveled back in time to find themselves in the midst of a thick jungle, full of all sorts of creatures, from Swamp Hoppers to three-eyed monsters.

## PREHISTORIC RUINS



1983 FILMATION MOTU ANIMATED SERIES

The Prehistoric Ruins were a campground used by the Ancients of Eternia. They were located in a very remote area and comprised buildings and sculptures that remained from a bygone era.

## PRETERNIA



Pre-Eternia

1983 MOTU MINICOMICS

The primordial world of ancient Eternia was known as Preternia. There, cyborg dinosaurs and giants roamed the tumultuous volcanic landscapes. Little is known of this strange long-ago time, though it is known that the great wizard-warrior He-Ro battled the threat of King Hiss and his Snake Men on Preternia. It is also known that Hordak helped construct the Central Tower of Eternia during this ancient era.

The Sorceress once sent He-Man back in time to Preternia, though the hero had to wear a disguise for reasons which were not made apparent to him at the time.

TRIVIA: The US packaging for Tytus revealed that he and other giants hailed from Mammoth Valley in Preternia.

1985 MOTU MAGAZINES

He-Man and Skeletor were sent into Eternia's magical past via a time portal. They appeared in Preternia, a mysterious primeval land filled with good and evil cyborg dinosaurs, as well as dangers like living quicksand. In this ancient

time, He-Man was stunned to discover that the gleaming Castle Grayskull appeared to be brand new.

#### 1986 UK MOTU COMIC MAGAZINES

When one of Skeletor's evil schemes led him back in time to an era before Castle Grayskull was built, the Masters followed him and found themselves in Pre-Eternia, the prehistoric days of Eternia when the Snake Men ruled the planet. The heroes encountered Stone Age villages where the inhabitants lived in fear of King Hiss's tyrannical rule.

When He-Man and his friends encountered an attack by the Snake Army on innocent villagers, they defeated the assault. King Hiss got word from his men that a group of resistance fighters had emerged in their kingdom, and he feared that this would inspire other villages to rebel against his rule. A later assault on the village saw He-Man and his friends come directly into battle with King Hiss and the Snake Men, who were aided by terrifying Warsaurs, an army of cyborg dinosaurs. Fortunately, there were heroic cyborg dinosaurs in Pre-Eternia, and the Turbodactyl and Bionatops came to the heroes' aid.

The Snake Men suffered their first-ever defeat at the hands of He-Man and the Heroic Warriors, and this left the villagers with hope that perhaps someday the villainous vipers would be driven from their world. He-Man assured them he knew this would happen, as a master wizard would lead a council of Elders against the Snake Men and banish them from Eternia. As the Heroic Warriors left to return to their own time, He-Man overheard one of the villagers address his young son, who was keen to join the fight against evil, as Keclar. Knowing that to be the name of the leader of the Elders, He-Man realized that this young boy would eventually become the master magician.

#### 1987 POWER TOUR

The cosmic minstrel Songster sang a ballad about Preternian times during the Power Tour. In ancient times, long before He-Man and She-Ra, five good wizards ruled Eternia. There, peace and tranquility reigned, but this utopia would not last for long. The Wizards of Good had to keep a constant vigil over the evil Snake Men. Half-man and half-serpent, they lacked but one thing: a leader. One day, this leader appeared to the Snake Men and identified himself as Hordak. He commanded the Snake Men to follow him and defied the Wizards of Good, telling them they had no power over him. Hordak then proceeded to unleash the Snake Men upon Eternia. A great battle ensued between the Snake Men and the Wizards of Good. The wizards ultimately prevailed and sent the Snake Men back into the mists, imprisoning them behind an invisible, invincible wall. Hordak vanished in a cloud of smoke but swore to the wizards that he would return one day.

#### 2002 MVMCREATIONS MOTU COMICS

In the comics canon, Preternia was similarly the name of ancient Eternia, although its exact historical period was unidentified. Evidence such as a tapestry on the wall of the Faceless One's chamber depicted the era as featuring giants, dinosaur-like creatures, and three enormous blue towers.

At some point during the Preternian period King Hssss ruled Snake Mountain under a truce with the Council of Wisdom, who held power centuries before the Council of Elders. The god-beast Serpos was unleashed upon Preternian villagers when Hssss desired to expand his area of dominion. Little was shown of how Preternia looked, although the environs of Snake Mountain had changed visibly since this era.

#### 2008 MOTU CLASSICS

In the Classics continuity, Preternia was described as the supercontinent of ancient Eternia, although the term "Preternia" was also sometimes used interchangeably with the name "Eternia" to describe the entire planet in the distant past.

The Snake Men came to ancient Eternia to steal the planet's magical secrets and ruled over the human natives for three hundred years, until the death of D'Vann Grayskull's brother drove him to lead his heroic Masters of the Universe in an uprising against King Hssss. The resulting conflict became known as the Great Wars, which soon included the Dragons of DarkSmoke, who disliked humans, and the invading army of Hordak, who came at first to determine the fate of his enemy Ro but stayed because he wanted to harness the magical force he sensed emanating from Eternia's core.

The mystic warrior Ro landed in Preternia after a battle with Horde Prime in deep space left him with amnesia and infected with Prime's Techno-Organic Virus. Ro landed on Eternia and was saved by the wizard Eldor, who placed



him in an enchanted pool that drained the virus out of his body. Eldor unwittingly allowed the virus to infect all of Eternia, forever making the planet a rare mixture of magic and technology. Ro, wielding the magic Sword of He, became He-Ro, a mighty ally of King Grayskull in fighting against the Snake Men and the Horde, who had followed him to the planet.

A temporary cease-fire occurred with the Truce of the Three Towers, during which the four powers occupied different quadrants of Preternia. The truce failed after the king of Zalesia fathered a child in violation of the treaty, and soon King Grayskull's Free People resumed their battles with the Horde and the Snake Men, culminating in the Ultimate Battleground.

During Hordak's attempts to seize the magic deep within Eternia, he cast his Spell of Separation, which nearly broke the planet apart. His spell was thwarted, but it permanently altered the landscape of Eternia, submerging many parts of the main continent beneath oceans and creating the Light and Dark Hemispheres. Later, when He-Ro gave his life to save King Grayskull from Hordak's attack, Eldor tried to prevent further bloodshed by magically submerging the Three Towers into Subternia. Ultimately, Hordak and the Snake Men were defeated by King Grayskull and his Council of Elders, but Preternia as it had once been was forever lost by their attempts to seize the planet and its resources.

### PRIMEVA

#### 1986 UK MOTU COMIC MAGAZINES

When He-Man and Man-At-Arms investigated the mysterious appearance of terrifying monsters on Eternia, they found the monsters were being beamed there by a mechanical ray, used by an emperor named Arkos on an alien world. The demons were attacking his kingdom, and he had invented the ray to banish them from his world, but in doing so had not realized they would reappear on Eternia and cause further destruction. Man-At-Arms helped Arkos modify the ray so that it would instead send the demons to Primeva, an unpopulated world where they would not cause any damage.



# PRIMUS



## 1984 UK WORLD MOTU ANNUALS

The planet of Primus was a rich and peaceful world, with seas and skies traversed by traders, fields worked by farmers, and great cities filled with high-tech craftsmen, builders, and engineers. Galactic City, the largest of the many metropolises of Primus, was the meeting place of the Galactic Council, which was made up of members assembled from across Primus's different continents.

For many years, the members of the Galactic Council were known for their wisdom and respect for their world, which influenced their ability to work together in harmony, allowing their planet to thrive and prosper.

However, Primus's sister planet, Denebria, agitated to cause war to break out between the two worlds, a conflict which threatened to destroy the harmony and stability of life on this peaceful planet.

## 1987 GERMAN EHAPA MOTU COMICS

Orbited by its moon Enos, the paradisiacal world Primus flourished in the Triax Star System. Ruled by a council from its capital, Galactic City, Primus was targeted for its riches by the Evil Mutants.

## 1987 ITALIAN MAGIC BOY MAGAZINES

As in other canons, Primus was home to a highly advanced, peace-loving civilization and filled with beautiful cityscapes and technological marvels. However, in the *Magic Boy* magazine comics, an interesting spiritual dynamic was also occasionally referenced on Primus. Some Primans worshiped or invoked the name of Saint Bodhan. Temples and statues devoted to the spiritual figure could be seen on the planet.



## 1989 HE-MAN MINICOMICS

Primus was described in the minicomic continuity as a highly advanced planet located in the Tri-Solar System, trillions of miles and light years away from He-Man's home on Eternia. Prominent locations on Primus

included Terra, Mida, Titus, the Guardian Sea, and Galactic City, situated on the moon Enos. The Galactic Guardians resided on Primus, defending it from attacks by the evil Space Mutants.



## 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The cartoon continuity described Primus as the home planet of the Priman people and the last refuge of humanity in the Tri-Solar Galaxy. It was protected from attacks from the Mutants of Denebria via a defensive shield, powered by the mental energies of its Inner Council.

## 2008 MOTU CLASSICS

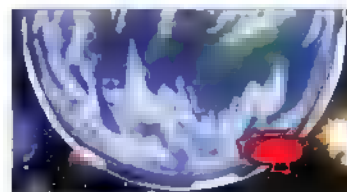
The Classics canon stated that Primus and the Tri-Solar System existed within the territory of the evil Horde Empire of the Eternian Dimension. In this continuity, Flogg and his Denebrian Goon Squad served Horde overlords, prompting Primus's native Galactic Protectors to travel to Eternia and seek out the Twins of Destiny, as they were foretold to defeat the Horde Empire.

Primus's cities included Levitan, the cloud city home of the Galactic Protector and pilot Icarus, as well as the undersea city of Orca, located near the small island of Titus in the Guardian Sea, home to Icarus's captain, Hydron.

## 2012 DC MOTU COMICS

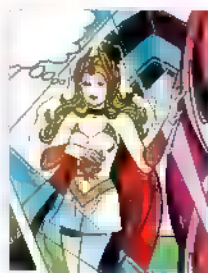
DC's newer comics continuity redefined Primus as an uninhabited planet to which Eternian refugees fled before the Horde took absolute control of Eternia after acquiring the Eyes of Grayskull. Over generations these refugees flourished and turned Primus into a technological marvel.

Once Eternia's descendants had long forgotten about the horrors of the Horde, Hordak used the Power of Grayskull and the Eyes of Grayskull from the past to reach them through time and space and callously destroyed the planet, along with every last one of the billion people living on it.



IMAGES COURTESY OF DC COMICS

## PRISM OF LIGHTS



## 1986 UK POP COMIC MAGAZINES

The Prism of Lights was home to the mysterious Entrapta. She lived there in seclusion from the rest of Etheria. It contained the Maze of Mirrors, assembled from concave reflectors, and as Entrapta

distrusted most people in Etheria, it was very rare that anyone other than herself gained entry. However, when She-Ra needed to enter the Maze of Mirrors to cancel out the destructive magical effects of the Null-Stone of Nabob, she managed to win Entrapta's trust and gain entry to the Prism of Lights.

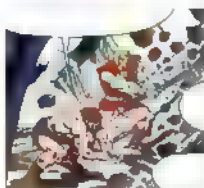
## PRISON MINES

## 1983 FILMATION MOTU ANIMATED SERIES

Although never actually seen, the Prison Mines were a location to which criminals were sent to serve their time.

## 1986 MARVEL STAR MOTU COMICS

In the Star comics, the Prison Mines were located deep within Prison Mountain (formerly Snake Mountain), where prisoners of Skeletor were sent for hard labor.



## PRISON MOON

## 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Prison Moon was where Primus sent its most dangerous criminals for incarceration.

## PRISON MOUNTAIN

## 1986 MARVEL STAR MOTU COMICS

In a dark timeline created when Prince Adam lost his Power Sword in the time stream, thirty years in the future Snake Mountain had been renamed Prison Mountain and was a stronghold where those who stood against Skeletor's regime were punished. Anyone who dared to have an independent thought or defy Skeletor in even the slightest way would be sent to this prison, from which there was no escape.

The Prison Mines were located deep within Prison Mountain, and it was here that the criminals incarcerated during the reign of Skeletor were sent for hard labor.

## PRISON STAR



## OTHER CREATORS

Prisonstar  
Prison Starr

## 1984 UK WORLD MOTU ANNUALS

The Prison Star was a vast spaceship bursting at the seams with deformed and mutated creatures whose crimes ensured that never again would they roam the universe causing death and destruction. In its thousands of cells, the Prison Star held some of the vilest and most vicious criminals in the universe, most of whom were not human but of alien descent and had the most depraved minds ever seen. The inmates included criminals who had decimated whole planets, enslaved the inhabitants of other colonies, or simply killed for their own amusement and pleasure.

## 1986 UK MOTU COMIC MAGAZINES

In the UK comics continuity the Prisonstar was similarly a gigantic, intergalactic prison complex where the most dangerous criminals in the universe were incarcerated. When a criminal was deemed too much of a risk to be imprisoned on any particular world, they were sent to the Prisonstar. The wardens were highly trained warriors, with the skills necessary to keep the inmates in order, and breakouts were extremely uncommon in the high-security complex.



Several of the Evil Warriors who threatened Eternia were former inmates, among them Beast Man and Modulok, who had served time there in his previous human form of Galen Nycoff. In turn, many of the evil maniacs whom He-Man and the Heroic Warriors came up against were sent to Prisonstar after being dealt with. One of these was Rolca, the corrupt dictator of the Bridlings, while another was the hyperintelligent giant spider warlord who attempted to lead an army of his own kind against Eternia.

Hordak felt the Prisonstar inmates could be of value to him and thus broke into the complex, locked up the wardens, and set all the inmates free, intending to use them as his minions. Although they at first served him willingly and

helped him make an attempt on the lives of He-Man, Snout Spout, and Sy-Klone, these hardened criminals later rebelled against him, and a huge fight erupted between the Horde and the inmates. When He-Man and his comrades freed the Prisonstar wardens, the heroes soon overpowered and reimprisoned the inmates, and when Hordak fled, he even left some of his Troopers behind to make sure they succeeded, fearing that if any of the Prisonstar inmates were to become free again, they could pose a threat to the Horde Empire.

## 2008 MOTU CLASSICS

The Classics bios situated the Prison Starr in the Eternian Dimension, just outside of the Horde Empire's territory. The main creators and operators of the Prison Starr were never identified in this continuity.

## PRISON ZONE

## 1983 FILMATION MOTU ANIMATED SERIES

The Prison Zone was the realm into which the wizard Morgoth the Terrible was banished by the Ancients of Eternia, after they halted his evil quest for power. The Ancients opened a portal through ■ Wheel of Fire, which trapped Morgoth in this faraway dimension.

## PROFESSOR MATTIK'S RESEARCH CENTRE



## 1986 UK MOTU COMIC MAGAZINES

Professor Mattik's Research Centre was the laboratory of Professor Mattik, the greatest scientist on the planet Loredos. When the laboratory was invaded by the criminals of Loredos, it was defended by the law enforcer Rio Blast. On ■ later occasion, when Rio was critically injured following an assault by the criminals, Professor Mattik took him to his laboratory, where he repaired Rio's damaged body with cybernetic modifications, turning him into the cyborg gunslinger who would go on to join the Masters of the Universe.

## PURPLE DESERT

## 1986 UK MOTU COMIC MAGAZINES

After the Heroic Warriors had recovered the Glove of Globolah from the Evil Horde, He-Man used the glove to banish the Horde to a stretch of barren land known as the Purple Desert.



## PYRAMID OF IMMORTALITY



1984 GERMAN MOTU AUDIO PLAYS

Described in a book of the same name, the Pyramid of Immortality was assumed by Prince Adam to have been no more than a fairy tale, yet in truth the pyramid indeed existed and, according to the book, would grant immortality to those who entered it.

After obtaining the book, Skeletor and his warriors discovered the ancient pyramid within the Mystic Mountains. Inside the pyramid, a tunnel led into an egg-shaped chamber underneath the Royal Palace of Eternia. Believing that he and his companions would become immortal by doing so, Skeletor activated the timer on an old, hedgehog-shaped machine.

As the monster warriors left, the room and tunnel collapsed behind them. The machine eventually turned out to be an ancient time bomb placed on Eternia eons ago by the Larenes. However, it simply crumbled to dust after Orko succeeded in deactivating it.

## PYRAMID OF MYRABIM

1984 UK WORLD MOTU ANNUALS

The ancient Pyramid of Myrabim was best known for being the location of the long-lost Weather Cannon. The pyramid was situated in an unnamed desert zone on Eternia.

In ancient times, when the Snake Men originally invaded Eternia, Myrabim had been the seat of the Elders' magical power. Over the years, the Elders moved their court to Castle Grayskull, leaving behind many inventions, one of which was the Weather Cannon.

## QUAGMI SWAMP



Quagmire Swamp

1987 GERMAN EHAPA MOTU COMICS

The Quagmire Swamp was a stinking swamp on Denebria, filled with dark, bubbling waters, foul-smelling mud, and slime. It was the home of Kalamarr and many other hideous creatures that dwelled beneath its surface.

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

In the animated *New Adventures* continuity, Kalamarr was known as Slush Head, and his home, the Quagmi Swamp, was regarded as repulsive by both Mutants and humans alike. Captain Hydron once referred to it as the "stink hole of the Tri-Solar Galaxy."

## QUEEN ELMORA'S CASTLE



1983 FILMATION MOTU ANIMATED SERIES

Overlooking the Photanium Foundry on the planet Phantos, Queen Elmora's Castle was where the monarch would greet visiting dignitaries, such as Prince Adam and Man-At-Arms.

The castle had several high towers, and its interior was richly decorated, exhibiting the wealth that the queen had amassed from exporting the highly prized Photanium ore.

## RAINBOW PONDS

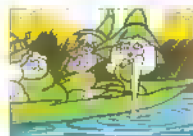


1986 UK MOTU COMIC MAGAZINES

The Rainbow Ponds were the site of the Battle of the Cats, when Beast Man used his power over animals in an attempt to lure Battle Cat into his thrall. However, when his powers brought Cringer to the ponds, Beast Man, not realizing that Cringer and Battle Cat were one and the same, thought his scheme had gone wrong.

The villain held Cringer under his power regardless, and when He-Man tracked his companion to the Rainbow Ponds, he found himself faced by both his own pet and Skeletor's deadly feline steed, Panther.

## RAINBOW RIVER



1984 UK WORLD MOTU ANNUALS

The Rainbow River was the most beautiful river in all of Etheria, whose waters took on the ap-

pearance of many colors. However, the river became polluted when Hordak put up his Dam of Despair. Fortunately, She-Ra and Bow teamed up with the strange Gurgle to free the river from the blight of Hordak's monstrosity.

## REALM OF DEMONS



1983 FILMATION MOTU ANIMATED SERIES

Although unseen, the Realm of Demons was a dimension beyond Eternia, containing evil beings intent on de-

struction. Practitioners of magic could access this dimension. Braylok, a demon of the night, was summoned from this dimension by the wizard Zem. Granamyr later banished the traitorous dragon Shadow Wing to the Realm of Demons.

## REBBA

1986 UK MOTU COMIC MAGAZINES

Rebba was a planet that He-Man and Sy-Klone briefly relocated to when Hordak threatened to shatter Eternos City, which he had turned to glass with the Crystal of Crystals, unless the heroes agreed to leave Eternia. Although He-Man and Sy-Klone agreed and traveled to Rebba, they had said nothing about not returning, and immediately after reaching Rebba, they returned to Eternia to thwart Hordak's scheme.



## REGION OF FLAME



1983 FILMATION MOTU ANIMATED SERIES

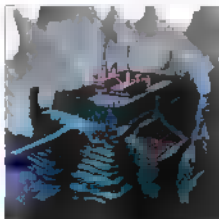
The Region of Flame was a very unforgiving location on Eternia. The land was rocky and gray, with no vegetation. Streams and lakes of hot molten lava were prominent throughout.

The Fire People were the only beings who existed in the Region of Flame, where they were the guardians of the Spellstone, located in the Temple of the Fire People.

## REGION OF STARDICA

### 1983 FILMATION MOTU ANIMATED SERIES

The Region of Stardica was an old fortress that had not been used in years, until Skeletor turned it into a temporary base of operations. The fortress featured incredibly high walls, a large pylon-like device which was capable of firing out tremendously powerful bursts of energy, and amazing technology within the core structure.



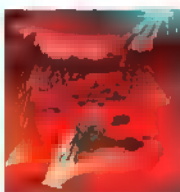
## RING SYSTEM



### 1986 UK MOTU COMIC MAGAZINES

The Ring System was a far-off star system. Every three years, it played host to the Ring System Games, a series of interplanetary games in which champions from all over the universe were invited to compete.

## RIVER OF FIRE



### 2002 MVMCREATIONS MOTU COMICS

The River of Fire was a long, lava-filled river surrounded by rocky terrain, very close to the Well of Darkness in Eternia's Dark Hemisphere. The river

was extremely hot and melted any Battle Cat's face mask upon contact. Snake Men like King Hssss and Rattlor, however, could survive contact with the lava river by shedding their skins.

## RIVER OF LAVA

### 1988 BRAZILIAN EDITORA ABRIL POP COMICS

The River of Lava existed in another dimension and sustained the lives of the Lava-Men. When a mountain formation blocked the river from reaching the Lava-Men, She-Ra assisted them by firing a blast from the Sword of Protection which allowed the River of Lava to flow once more.

## ROHAD'S HOUSE



### 1983 FILMATION MOTU ANIMATED SERIES

Placed high atop a craggy, rocky mound, Rohad's house was impressive, composed of tall teal buildings and structures. The exterior of the house bore the look of the scientific genius that dwelled within.

## RONDALE



### 1986 MOTU NEWSPAPER STRIPS

Rondale was a large kingdom located on the planet Eternia. Its capital was Arabic in style and architecture, and its inhabitants dressed in a manner akin to the Middle Easterners of Earth. Turbans and robes were not uncommon sights in Rondale's capital.

The kingdom was ruled by Queen Elisa, who ascended the throne after her husband's death. Young Prince Corwin was next in line for the crown.

Lady Miranda was a scientist and ambassador from the kingdom of Rondale. She was frequently seen in Eternos due to her diplomatic duties and her budding romance with Duncan, the Man-At-Arms.

While Rondale was a prominent Eternian kingdom with its own ruler, King Randor was referred to as "the High King," indicating that all other kingdoms answered to him.

## ROOM OF RECUPERATION



### 1986 BRAZILIAN ESTRELA MOTU MINICOMICS

The Room of Recuperation was an advanced medical facility located in the Royal Palace. When Kobra Khan's deadly venom poisoned a number of Royal Guards and Heroic Warriors, they were brought to the Room of Recuperation and placed in vertical tanks to recover.

## ROOM OF THE ELDERS



### 1987 GERMAN EHAPA MOTU COMICS

The Room of the Elders was a round chamber built inside the center of Castle Grayskull. It contained several busts, one of which was Agamon. By ramming his Power Sword into the mouth of the Agamon bust, He-Man activated Castle Grayskull's magic. This stopped the castle from sinking into the Swamps of the Nether Regions and made it return to its correct place.

## RORKUS GALAXY

### 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Rorkus was a galaxy where the intergalactic gladiator Dreadator had fought and won many battles.

## ROSE MOUNTAIN



### 1983 FILMATION MOTU ANIMATED SERIES

Rose Mountain was the location of the legendary Bitter Rose. It was the only thing that would grow on Rose Mountain. According to the legend, the rose was formed by the tears of a goddess looking for her husband returning home from war, who never came back. The goddess disappeared, and in her place was the rose.

When Orko wanted to make Dree Elle happy, he journeyed to Rose Mountain to retrieve the rose for her. But when he took the rose, the mountain began to shake and collapse, causing an avalanche.

It was only the love between Orko and Dree Elle that caused the goddess to reappear and stabilize Rose Mountain again, allowing new vegetation to grow there.

## ROYAL NATURE RESERVE

### 1986 UK MOTU COMIC MAGAZINES

The Royal Nature Reserve was an area of the Royal Kingdom on Eternia where rare and endangered species were kept for preservation.



# ROYAL PALACE OF ETERNOS

Royal Palace Eternos  
Royal Palace of Eternos City  
Eternos Palace  
Royal Palace  
Royal Palace of Eternia

## 1982 DC MOTU COMICS

The Royal Palace was a traditional medieval-looking stone structure with large, towering spires and high walls. It was positioned atop a vast hill and overlooked the surrounding villages. Much like the planet of Eternia, it was home to both magic and science.



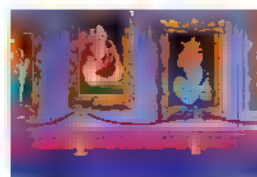
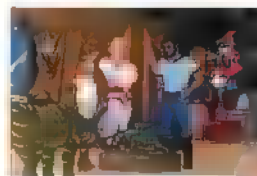
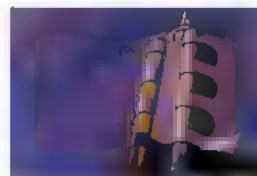
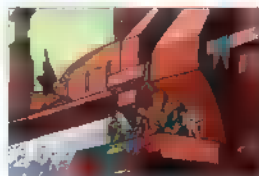
## 1983 FILMATION MOTU ANIMATED SERIES

The Royal Palace was home to the Royal Family: King Randor, Queen Marlena, and Prince Adam. It was also the home of Orko, Man-At-Arms, Teela, and the Royal Guard. In the Filmation canon, the palace was a large, domed red building overlooking the city of Eternos.

The city and palace stood on a high plateau overlooking the Fertile Plains. The palace itself had an intricately carved and decorated interior, featuring a throne room, a dining room, long corridors, and training and sleeping quarters for its residents.

These were some of the more frequently seen locations at the Royal Palace:

- ✦ The Royal Council Chamber was often filled with those charged with managing the governance of Eternia. Outside was a great tree that nearly fell upon the chamber when Eternia's oxygen level was lowered. Fortunately, He-Man was able to catch the tree before it fell.
- ✦ The Royal Pavilion was an observation deck from which the king and queen could watch ceremonies or games in the palace courtyard.
- ✦ Normally used by physicians at the Royal Palace to teach medical students, the operating theater was where an injured Whiplash was taken to be examined in view of the other Heroic Warriors. Whiplash had to be closely watched in case he had any deception planned.
- ✦ The Royal Palace vault, high in a tower in the city of Eternos, held artifacts and treasures from throughout Eternia's history. Objects were locked in this vault for safekeeping.
- ✦ The Rainbow Tunnel was a secret passage that King Randor built for Prince Adam and Teela when they were young. It lay underneath the palace and opened into the throne room.
- ✦ The Royal Theatre was a performance space within the Royal Palace where Man-E-Faces would rehearse. Based upon the limited seating and small stage, this theater may have been a private venue for the Royal Family, rather than a major venue for the Eternian public.
- ✦ The Royal Dungeons were a rarely used prison below the Royal Palace, consisting of several cells with heavy iron doors. The cells themselves were quite small, with floors covered in straw. These dungeons seemed inhumane and long abandoned and were the perfect place for Evil-Lyn and Beast Man to hide their captive, King Randor, when they transformed him into a goat with the Shaping Staff.
- ✦ The Royal Palace cells, in contrast to the antiquated dungeons underneath the Royal Palace, were a detention area in towers controlled by the Royal Guard. These modern cells had electronically controlled bars on both the windows and entrance, making escape nearly impossible.
- ✦ The Royal Museum contained many important artifacts from Eternia's history, including the ship called the *Rainbow Explorer*, on which



Queen Marlana arrived from Earth. Other artifacts included her astronaut suit and accessories.

- ✱ The Royal Palace Hall of Kings was a gallery of all the kings who ruled throughout Eternia's history. The Hall of Kings contained portraits of such monarchs as King Eldon the Wise, King Valnar the Bold, and King Freenorn the Strong.
- ✱ The Royal Palace library held an endless supply of books and was often a good point of reference for the heroes prior to their undertaking of a mission. Its books contained all the lore and knowledge of the people of Eternia, alongside records of their great scientific discoveries and inventions. Professor Smallen was in charge of the archives.
- ✱ The Royal Palace kitchen was big enough to prepare the meals that were expected by the king and queen of Eternia when entertaining large gatherings of guests. It had the same exotic feeling as the other rooms in the palace and was adorned with all the cooking equipment imaginable. Chef Allen could often be found within the kitchen preparing a lavish meal.
- ✱ The King's Warehouse was where all the food supplies for the Royal Palace were stored. There was a particular section for upcoming meals and feasts. It was here that Orko's Baking Soda Pie, which was meant for the king and queen, was stored before the insect people, the Tycons, broke in and ate it.
- ✱ Man-At-Arms' laboratory was a massive area within the palace dedicated to the skilled inventor. Filled with various computers, gadgets, vials, and bottles of liquids, the lab served as a major workshop with all manner of scientific experiments being worked on for the Heroic Warriors. Whether Man-At-Arms was working with chemistry or geology, or inventing a new vehicle, robot, or weapon, it all happened within this fantastic laboratory. The Security Guard Robot built by Man-At-Arms guarded the laboratory's entrance. A levitating machine would ask visitors for identification before processing that information and allowing or denying access. It at one time identified Orko as a pest.
- ✱ The Royal Palace hangar, located at the very base of the Royal Palace, housed all of the vehicles built and designed by Man-At-Arms and was situated in relatively close proximity to his laboratory. It would also act as a repair bay, allowing the heroes to fix whatever issues affected their modes of transport. Because it lacked doors, the hangar allowed for instant access to the outside.
- ✱ The Royal Palace rock garden lay tucked away in a corner of the Royal Garden grounds. Here, Orko found a simple but beautiful piece of quartz and told Prince Dai of Dyperia that it had special powers, calling it the Star Crystal.
- ✱ The Royal Palace street market was a vast area of canopied barrows within the confines of the palace, lined with vendors selling everything from fruit to clothes to Magneto Boomerangs. It was a center bustling with activity, and the local children would often run about and play games or sit in a circle and listen to the stories of the Storyteller.
- ✱ The Royal Zoo was located close to the Royal Palace and by all accounts was home to a plethora of animals. It contained Wolf Bats and even a dragon.

### 1983 MOTU MINICOMICS

The seat of monarchical power on Eternia, Eternos Palace was a beautiful stronghold located in Eternia's capital city. King Randor and his wife, Queen Marlana, ruled Eternia from within the walls of this magnificent structure.



### 1983 GOLDEN MOTU BOOKS

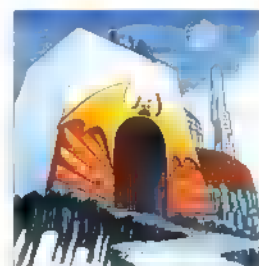
The Royal Palace of Eternia was home to King Randor, Queen Marlana, Prince Adam, Man-At-Arms, and Teela. In the Golden books canon, the palace differed in appearance and seemed to have been constructed of bricks.

The beautiful palace grounds served as training fields for Eternia's mighty warriors.

The Rainbow Hall was a room in the Royal Palace which served as King Randor's conference room, where he would convene meetings of his hand-picked council.

### 1983 LADYBIRD MOTU BOOKS

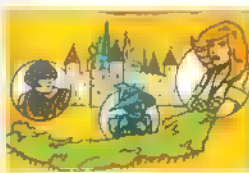
The Royal Palace of Eternia was a beautiful seat of power ruled by King Randor and Queen Marlana and the home of their only son, Prince Adam. The structure appeared to have been built within a mountain in the Ladybird books continuity. The exposed part of the palace was white, with many towers, while the main entrance leading to the palace bore a golden eagle on its archway.



The palace had private apartments for its various inhabitants. At the topmost turret of the Royal Palace was the location where the ancient books and maps were stored. Unlike in most other continuities, this version of the palace was not the home of the Heroic Warriors.

### 1984 UK WORLD MOTU ANNUALS

Ruled in this continuity by King Miro (Randor) and Queen Marlana, the Royal Palace of Eternia was a beautiful place. Their son, Prince Adam, took residence there as well, as did Man-At-Arms, Prince Adam's bodyguard Teela, and Gorpo (Orko), the Royal Court Magician.



It was located in the city of Eternos and had been the seat of the Eternian government for many centuries. The Royal Palace of Eternia also served as the barracks of the Eternian Royal Guard and the Heroic Warriors.

The palace contained private apartments that were provided to the people who worked at the palace. Other locations within the Royal Palace of Eternia included the throne room, Great Hall, Rainbow Council Chamber, Royal Gardens, training grounds, battlements, courtyard, and the banqueting hall.

### 1984 GERMAN MOTU AUDIO PLAYS & 1984 GERMAN INTERPART-CONDOR MOTU COMICS

The Royal Palace was located in the center of the capital city of Eternia in the German audio plays and Interpart-Condor comics.

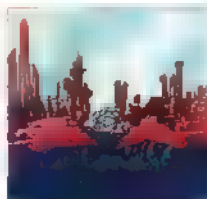
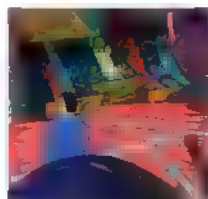
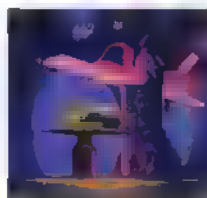
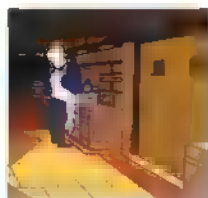
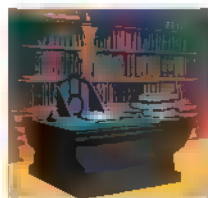
### 1986 MARVEL STAR MOTU COMICS

The Royal Palace in the Star comics canon was identical in appearance to its Filmation counterpart and was home to the Royal Family of Prince Adam, King Randor, and Queen Marlana. Teela and Man-At-Arms also resided at the palace, where they would make ready to battle the forces of evil on Eternia.

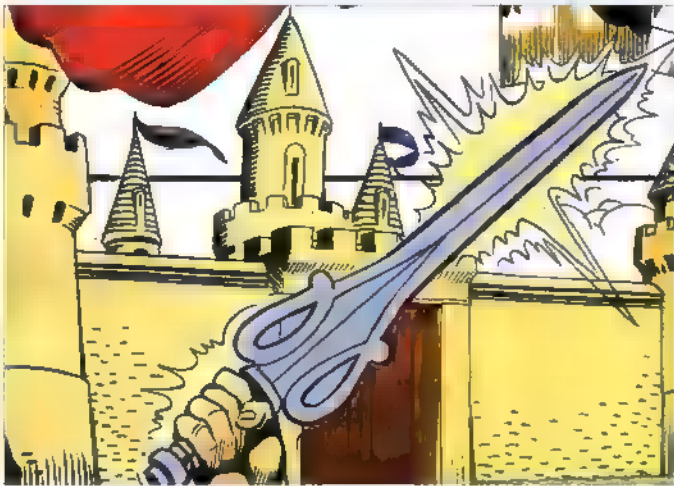


### 1986 UK MOTU COMIC MAGAZINES

The Royal Palace of Eternos City was the home of Eternia's rulers, King Randor and Queen Marlana, and Prince Adam. Man-At-Arms, Teela, Cringer, and Orko also lived in the palace, which was defended by trained Royal Guards under the leadership of Teela. Eternos City was the ruling capital of the planet Eternia.





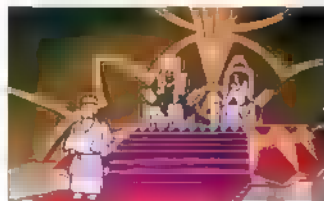
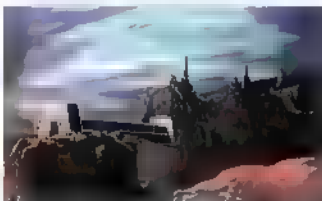


and was a peaceful kingdom where the people greatly respected their rulers. Most of the Heroic Warriors of Eternia also lived in the Royal City.

The Royal Palace was the site from which many of He-Man's adventures began. Skeletor and Hordak would frequently make attacks on the Royal Palace, so it was important for the Heroic Warriors of Eternia to remain vigilant, ready to counter any of these assaults. As the Royal City was under constant guard, Skeletor occasionally managed to enact schemes to enter the palace covertly, in disguise. The palace also contained a teleportation chamber in Man-At-Arms' quarters, which the Heroic Warriors would use to teleport directly inside of Castle Grayskull.

#### 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Royal Palace was the seat of power for King Randor and Queen Marlena of Eternia. The throne room was their inner sanctum, and it was here that their son, Adam, revealed to them his secret identity as He-Man.



#### 2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

In this later animated continuity, the Royal Palace of Eternos served as the seat of power and a home for King Randor and his Royal Family, rulers of the kingdom of Eternia in the planet's Light Hemisphere. It was built on a steep, rocky cliff to avoid attacks by foot. In the surrounding area were lush forests and waterfalls. Some of the domed towers bore a resemblance to the design of the Hall of Wisdom.

The palace hosted dignitaries representing other races in Eternia, who met with the king and queen in the palace's large throne room, as well as in the palace's highest tower when the first meeting of the Council of Eternia was held. Parties were also conducted in the throne room on special occasions, with entertainment provided by the royal jester, Orko, and the actor Man-E-Faces. Robots created by Man-At-Arms served refreshments to visitors and were later seen carrying luggage for the king and queen as they departed from the palace for a vacation in a flying transport ship.

Eternos Palace overlooked the Evergreen Forest, with a large walled courtyard lined with huge statues dedicated to the Council of Elders. In the courtyard Man-At-Arms conducted battle exercises with Teela and Prince Adam. A giant chessboard covered in holographic game pieces provided additional entertainment for the Masters of the Universe. Below the palace lay the ruins of an ancient prison compound, built by the Council of Elders eons in Eternia's past. Many of the doors were very tall and adorned with symbols of a horse-like animal with two tails and horns.

The Royal Palace was defended by the Masters of the Universe and an army of Royal Eternian Guards who fortified its ramparts and were armed with vehicles created by Man-At-Arms in his workshop, including Battle Hawks, Battle

Tanks, and Dragon Walkers. A giant cannon positioned along the palace's walls was disguised as a tower.

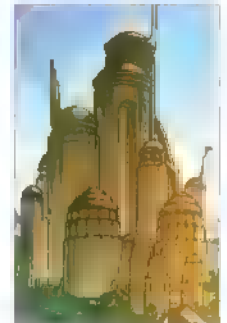
The palace was assaulted on numerous occasions by Skeletor and his Evil Warriors, as well as Count Marzo, in their plots to overthrow the kingdom's rulers. The Snake Men made their own attempt on the palace at the end of their reign of terror, succeeding in destroying many of its buildings and holding its defenders prisoner for a short time, thanks in large part to their enormous snake deity, Serpos. The palace also suffered extensive damage from the Spell of Separation, which created large storms that pounded the palace with destructive bolts of lightning.

#### 2002 MIVCREATIONS MOTU COMICS

The Royal Palace of Eternos was the kingdom where King Randor ruled with Queen Marlena and their heir, Prince Adam, located in the Eternian Light Hemisphere and guarded by high walls.

The exact materials used to build the kingdom were unknown but looked much like stone, concrete, and the like. There were many towers at the palace that could be seen far in the horizon, topped with golden domes and shimmering white walls. Surrounding the central city were smaller areas where Eternian citizens lived, which in turn were bordered by forests and lush jungles.

The palace contained many citizens, workshops, and vehicles such as Dragon Walkers. Thanks to the open, spacious garden areas, one could also land directly at the palace in a Wind Raider. Royal Guards patrolled the palace grounds to keep the citizens safe. In case of fire, the Royal Firefighters were on call.



#### 2002 MIVCREATIONS MOTU PACK-IN COMICS

Eternos Palace was the ruling citadel of King Randor of the kingdom of Eternia on the planet of the same name. The palace was a large structure with extensive grounds including an elaborate garden with fountains, a large ballroom, and the royal throne room. In addition to the king and queen, their son, Prince Adam, lived at the palace.

Randor hosted a celebration of the peace treaty signed between his allies, the kingdoms of Avion and Andreenos, but these festivities were interrupted by the Evil Warriors of Skeletor, who had infiltrated the palace with magical disguises. Prince Adam was able to sneak away and transform into He-Man without being seen, and he fought to keep the Evil Warriors at bay until the other Masters of the Universe could arrive to assist him.

#### 2008 MOTU CLASSICS

Eternos Palace in the Classics continuity was the ruling citadel of King Miro in the planet Eternia's Light Hemisphere. Following Marzo's imprisonment in Despondos, his eldest son, the half-Gar Prince Keldor, was denounced by the people. The accidental death of Miro's wife led his second-born son, Randor, to exile Keldor from Eternos Palace, earning him his half brother's ire.

Keldor later became Skeletor, the Overlord of Evil, while Randor was named king in their father's place. Skeletor launched several attacks on Eternos, including using his henchman Beast Man to control an army of Shadow Beasts, which were ironically the creations of Count Marzo, the villain responsible for banishing Keldor's father to Despondos in the first place.

Eternos also housed an extensive archive, from which the Snake Man descendant Kobra Khan learned about King Hssss and his army being locked in the Void.

Following Skeletor's successful coup to obtain King Randor's throne, he left Eternos Palace in ruins, but the palace was rebuilt and appeared intact fifteen years later when He-Man ascended to the throne after his father's passing.

#### 2012 DC MOTU COMICS

The Royal Palace Eternos, with its distinctive domed roof, was the most recognizable building in the skyline of Eternos, capital city of Eternia and home to the Royal Family.

Eternos was home to many affluent Eternian citizens, and many more wished to journey there in search of wealth and power. This also made Eternos a prime target for those with evil intentions, and it was the first place to fall to



IMAGE COURTESY OF DC COMICS

both Skeletor and the Evil Horde after the capture of Castle Grayskull.

After a victorious battle, Adam was able to reclaim Eternos just before the Fright Zone infiltrated the city. But long gone were the glory days of the capital. Burning and largely in ruins, Eternos was a shell of its former self. However, by recapturing this symbol of Eternian strength, Adam and the Masters hoped to take down Hordak and his Evil Horde.

## KINGDOM OF ETERNIA

### ROYAL PALACE OF TARN



**1984** UK WORLD  
MOTU ANNUALS

The Royal Palace of Tarn was located on an island in the middle of a huge lake in the kingdom of Tarn, which neighbored

the kingdom of Eternia. A causeway that led from the island to the mainland was so heavily guarded that no stranger could possibly get in without alerting the attention of a dozen guardsmen.

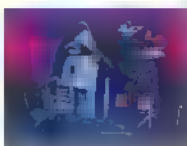
Queen Amaxa ruled her kingdom from the Royal Palace of Eternos, and her mother was the sister of King Randor's mother.

### RUE-BAN

**2008** MOTU CLASSICS

Rue-Ban was a cluster of stars located in the region of space between the planet Earth and the Horde Empire.

### RURAL FARMHOUSE



**1985** FILMATION POP  
ANIMATED SERIES

A barren, rundown farmhouse in a rural part of Etheria was found with a starving family inside,

the result of harsh taxation by the Horde. The farmhouse had a sloping thatched roof and small stables attached to the back.

### RUXTOWN



**1985** FILMATION MOTU ANIMATED SERIES

The small village of Ruxtown was a royal colony located in the north of Eternia at the base of Mount Fear. The naive and superstitious villagers lived in fear of a monster they called the Tingler.

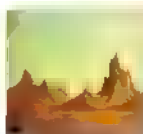
### SALINEAS

The Sunken City

**1985** FILMATION POP ANIMATED SERIES

Salineas, also known as the Sunken City, was home to Mermista and her father, King Mersia. This Atlantis-like undersea city was covered by a dome and held within it the Power Pearl, which was created when the oceans were formed and was the source of all the Mer-People's power. For this reason, "dry-landers" were forbidden in the Sunken City.

### SAND VALLEY



**1985** FILMATION POP  
ANIMATED SERIES

Sand Valley was a lowland desert community and the site of Baron Condore's castle. Most of the community in

Sand Valley was starving, due to Baron Condore's having stolen their food.

### SANDS END



**2012** DC  
MOTU COMICS

Sands End was the name of a port town on the coast of the Eternian Sands of Time. This was where Adam and Teela, under the influence of

Skeletor's memory-control spell, boarded a ship in hope of safe passage across the sea.

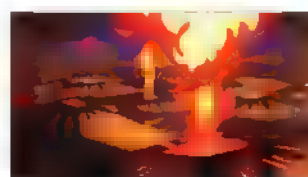
## SANDS OF FIRE

**2002** MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

A desert covered with sand dunes that hurled large balls of flame into the air, the Sands of Fire were located in Eternia's Dark Hemisphere near the Ruins of Zalesia. The area was once covered in lush green forests, before Hordak invoked the Spell of Separation at the Well of Darkness, casting half of the planet into shadow and eventually destroying most of the region's plant life.

The desert covered nearly all of the city of Zalesia, aside from the Temple of the Ram Stone, which was accessible only with a magic incantation that caused it to rise from the sands. Man-At-Arms waged a desperate battle alone against Skeletor at the Sands of Fire, which were also the location used by the

Elders to hide Count Marzo's magic amulet. In another encounter, the Masters of the Universe fought past the Evil Warriors to obtain the Emerald of Orkas Island and were ordered by King Randor to bring the artifact to the Sands of Fire so they could destroy it.



**2002** MVCREATIONS MOTU COMICS

The Sands of Fire were a hazardous area located in the Dark Hemisphere. Through them one could reach the outskirts of Snake Mountain. As the name suggested, the Sands of Fire were made up of mostly red-orange sand, with dunes that sent fireballs flying upward.

The Sands of Fire could be traveled by many means, such as riding a steed, but this was quite a journey, even with the mighty Battle Cat galloping at his fullest. He-Man opted to fly across the region on a Disk Rider.

**2008** MOTU CLASSICS

In the Classics canon, the Sands of Fire were a desert region plagued with fire geysers, in the planet Eternia's Light Hemisphere. The Sands of Fire lay to the east of the Sands of Time and served as a gateway between the Light and Dark Hemispheres.

The depowered wizard Nepthu wandered the Sands of Fire and other regions looking for the Temple of the Sun until he was an old man.



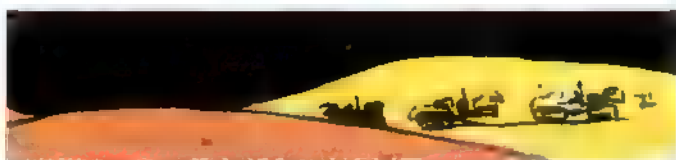


## SANDS OF SOLITUDE

### 1986 MOTU NEWSPAPER STRIPS

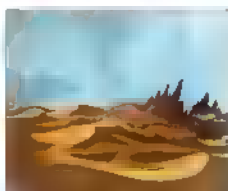
The Sands of Solitude were located outside of the kingdom of Rondale. Seemingly endless desert sand, as well as scorching heat and deadly creatures, made the Sands of Solitude an extremely inhospitable place.

## SANDS OF TIME



### 1983 MOTU MINICOMICS

The Sands of Time was the name of a desolate desert landscape on Eternia. The Temple of Darkness appeared in the Sands of Time once every three hundred years.



### 1983 FILMATION MOTU ANIMATED SERIES

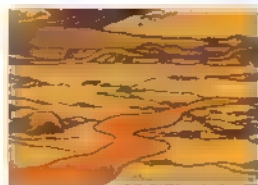
In Filmation's canon, the vast desert known as the Sands of Time was located to the east of Castle Grayskull and the Evergreen Forest. Once home to many great civilizations, the sands had all but covered any remains of these ancient cities. Only a few remained, such as the Temple of the Sun and the House of Shokoti.

These structures were charged with magic which either kept them from being swallowed by the desert or allowed them to reemerge after countless years. It was because of these great structures and their civilizations being lost to history that the desert became known as the Sands of Time.

### 1983 GOLDEN MOTU BOOKS

The Sands of Time was a scalding desert region whose white sands seemed to stretch forever. In the Golden books, some of the most dangerous creatures on Eternia made their home in this strange desert region, such as the many oversized reptilian, crustacean, or insect creatures that would burrow beneath the surface.

One of the four components of the Sunbird was hidden here. Also, within a dormant volcano lay a city powered by the Spiral of Power.



### 1983 LADYBIRD MOTU BOOKS

A mysterious desert region, the Sands of Time was known for tales of time vortexes dragging people into the past, never to be seen again. This desert that stretched for miles upon miles was made up of barren gray sand dunes



and ruins from an earlier time on Eternia and plagued with sandstorms and dust devils.

### 1984 GERMAN MOTU AUDIO PLAYS

The Sands of Time was a large desert region on Eternia. In the German audio plays, they were once fertile lands but destroyed a long time ago by the giants when they left Eternia to return to their home world. The ruins of their city still could be found in the desert.

Probably due to the giants' actions, the winds within the Sands of Time were very dangerous, as they could catch both man and machine and carry them away into a different era. An ancient time machine still rested within the ruins but later crumbled to dust after it was used to move Eternia through time, in order to save the planet from the approaching Black Sun.

### 2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

This animated canon described the Sands of Time as an impossibly vast desert somewhere in Eternia's Light Hemisphere, stretching under a green sky dusted by clouds of sand rolling over ruin-pocked dunes.

In Eternia's distant past, King Grayskull traversed the full length of the desert's sands atop his lion steed to reach Mount Imperium, which he climbed in search of great power to defend Castle Grayskull against Hordak and his Horde army. Many years later, the Masters of the Universe traveled to the Sands of Time in search of Skeletor and his Evil Warriors, only to be surrounded by giant Sand Worms in an ambush sprung by Evil-Lyn and Beast Man.

### 2008 MOTU CLASSICS

The Sands of Time were a desert region in the planet Eternia's Light Hemisphere, forming a bridge between the larger landmasses of the Light Hemisphere and both the Sands of Fire and the Dunes of Doom. It was a wasteland in which many evil Eternians found themselves in the Classics continuity.

The evil sorceress Shokoti was buried in the Sands of Time after her own people lured her into the Light Hemisphere and trapped her in the House of Darkness. Years later her minion, the shape-shifting wizard Masque, raised the temple from the Sands and set her free.

The depowered wizard Nepthu Sencri wandered the Sands of Fire and other regions until he found the Temple of the Sun as an old man.

The evil blacksmith Kleifton wandered the Sands of Time after being exiled from his village of Nordling before Skeletor discovered and recruited him as Spikor.

### 2012 DC MOTU COMICS

The vast desert known as the Sands of Time held secrets long forgotten, such as the Temple of the Sun. In the recent DC comics canon, it was here where She-Ra battled Hordak over the Eye of Chaos, hidden away in the Sands of Time since the era of Grayskull.

The Sands of Time were the last frontier before arriving at the Dark Hemisphere of Eternia and had claimed the lives of many who were ill prepared for its harsh environment. To the south, the desert faced the Harmony Sea; it was home to many bandits and highwaymen.

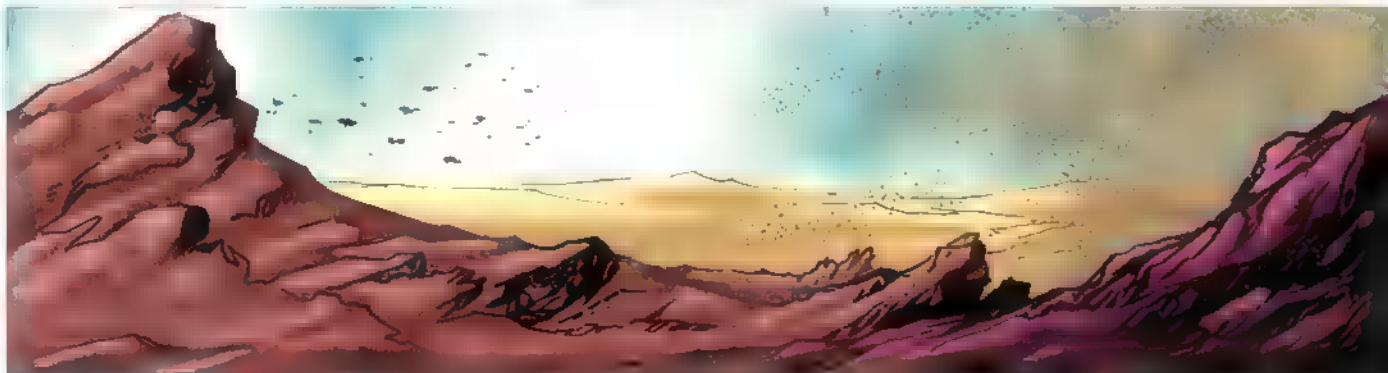


IMAGE COURTESY OF DC COMICS

## SAPPHIRE MOUNTAINS



**1984** UK WORLD MOTU ANNUALS

The Sapphire Mountains were the peaks where the city of Avion resided.

## SARNSCEPTER



IMAGE COURTESY OF DC COMICS

**2012** DC MOTU COMICS

Sarnscepter was a market town on the Plains of Perpetua which the Horde destroyed using the Orbital Disrupter during a bleak battle between King Randor and Grizzlor. The Horde was excavating, looking for an artifact of Grayskull buried for one thousand years beneath the ground at Sarnscepter. This was the same blue jewel which She-Ra finally got from the Sorceress after the Eternity War.

## SARTORIUS



**1987** GERMAN EHAPA MOTU COMICS

Sartorius was a planet neighboring Eternia. Populated by peaceful people, this world was ruled for a long time by the Solomonic King Xamul. After Xamul's death, it was declared that the new king was to be determined in a huge tournament. After beating Skeletor in the finale and thus becoming the new king of Sartorius, He-Man handed the crown to Xamul's son, Prince Xamut. He-Man remained his custodian until the prince was old enough to become the new king a few years later.

## SATMA'S CASTLE



**1984** GERMAN MOTU AUDIO PLAYS

Satma's Castle stood in the Hyperspace realm. Based on Satma's own appearance, its structure had some similarities to Castle Grayskull but featured two horn-like towers that appeared to grow out of the skull-shaped façade. The castle emitted a reddish glow and served both as Satma's base and as a prison for the captured Buzz-Off and Moss Man.

## SCIENTISTS' LABORATORY



**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

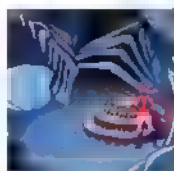
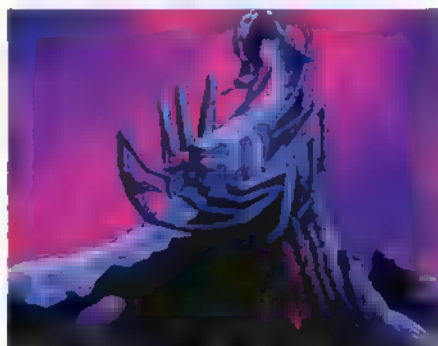
The Scientists' Laboratory was where Alcon, Gepple, Meldoc, and Krex did their scientific research. It was located in the underground city of Onnor.

## SCORPION HILL

**1985** UK WORLD POP ANNUALS

The sinister underground palace of Scorpia, Scorpion Hill was located in the Etherian wastelands known as the Crimson Waste. It was a land that had turned foul due to the actions of the Evil Horde.

**1985** FILMATION POP ANIMATED SERIES

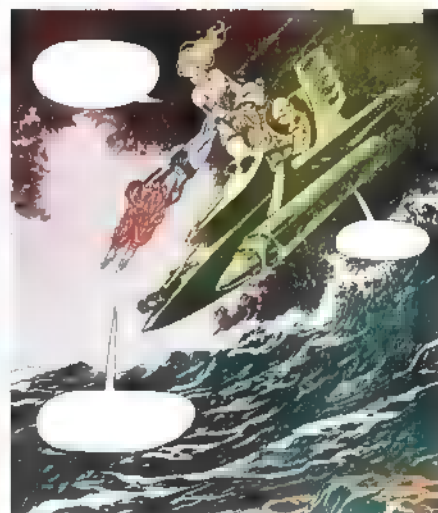


Scorpion Hill was Scorpia's own personal refuge. Located within the desert known as the Forbidden Zone in the Filmation canon, Scorpion Hill was a mountain with a secret cave, from which Scorpia could observe enemies and plot her attacks.

**2008** MOTU CLASSICS

The Classics continuity described Scorpion Hill as the citadel from which the Scorpioni tyrant Scorpia ruled her desert fiefdom in the Crimson Waste on the planet Etheria. Scorpia joined the Horde after witnessing their conquest of the nearby kingdom of Bright Moon, but she declined to leave Etheria and her kingdom when the Horde departed to conquer Eternia.

## SEA OF BLACKNESS



**1982** DC MOTU COMICS

The Sea of Blackness was a location notable not only for its dark, turbulent waters but also for the fact that the sun never shone upon this area of Eternia. Mer-Man and his people dwelled at the bottom of this seemingly uninhabitable location.

## SEA OF DEMONS

**1985** FILMATION POP ANIMATED SERIES

The Sea of Demons, which bordered the coastal village Seaworthy, was where the pirate Sea Hawk often sailed with his ship, the *Solar Sailor*.

## SEA OF ETERNITY



**1983** FILMATION MOTU ANIMATED SERIES

Located deep within the Mystic Mountains, the vast Sea of Eternity supplied the Vine Jungle and the Evergreen Forest with water. These two great forces of nature in turn supplied Eternia with the oxygen it required. Skeletor dammed up the Sea of Eternity to reduce the oxygen supply across the entire planet. His scheme was foiled by He-Man and the insect man Garth, who was transformed into a humanoid form by the waters of the sea.



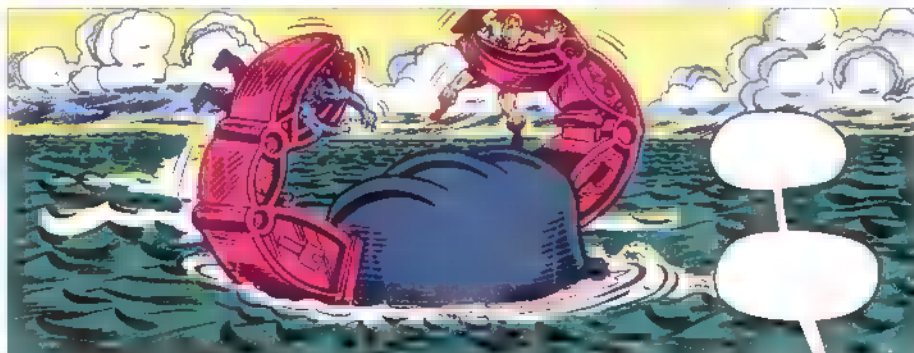
## SEA OF RAKASH

### 1983 LADYBIRD MOTU BOOKS

The Sea of Rakash was one of the many seas on Eternia. It had wild and restless waters, bordered by shores of broken and shattered rocks. A mountainous landscape surrounded the Sea of Rakash.

### 1986 MARVEL STAR MOTU COMICS

The vast Sea of Rakash was home to many strange creatures in the Star comics canon, including the giant Monstroid, which vanished beneath the surface eons before He-Man invoked the Power of Grayskull.



### 2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

In this animated continuity, when Hordak invoked the Spell of Separation at the Well of Darkness long ago, Eternia was racked with massive storms and earthquakes that would forever change the planet's geography. As a result, the vast Caverns of Rakash were flooded and would be known thereafter as the Sea of Rakash.

The sea became the home of Mer-Man, one of Skeletor's Evil Warriors, who retrieved the Coridite Crystal from the underwater region's deepest depths for his master, only to later steal it in an attempt to unlock its power and use it to fuel his own ambitious plans to conquer the oceans of Eternia. Man-At-Arms took the crystal from him, only to be swallowed by the villain's giant fish creature.

Later, the Snake Men used the Tablet of the Elders to locate the Serpent's Rings, an artifact of great power hidden in the Sea of Rakash behind a stone etched with an image of the serpents' defeat at the hands of the Elders in ancient times. King Hiss and his serpent followers succeeded in battling past He-Man and the Masters of the Universe to obtain the rings, which they would use as a weapon in their plot to conquer Eternia.

### 2008 MOTU CLASSICS

The Sea of Rakash was the name of a large body of water on the planet Eternia that spanned the Light and Dark Hemispheres in the Classics canon. Rakash was the murky ocean domain of the Evil Warrior Mer-Man, until his kingdom was destroyed in a war with rival ocean clans. His realm in ruins, Mer-Man sold his allegiance to Skeletor.

The sea took its name from the Caverns of Rakash on the supercontinent of Preternia, before the Spell of Separation changed the face of the planet.

## SEA OF SARGON

### 1983 LADYBIRD MOTU BOOKS

The Sea of Sargon was a body of water covered by a mass of foul and poisonous weeds. Nothing could pass through or live in this part of the ocean, where the Asteroid of Power crashed and exploded.

## SEA OF SIGHS

### 2008 MOTU CLASSICS

The Sea of Sighs was a body of water on the planet Etheria. The evil Aquatican warrior Octavia served Hordak while stationed in the Sea of Sighs, although it was not revealed if the Horde actually held the sea, as Etherian waters were notoriously unpredictable.

## SEAWORTHY



### 1985 FILMATION POP ANIMATED SERIES

The coastal village of Seaworthy was home to elves that made their living as fishermen. The elves stayed close to shore until an apparent monster forced them further out to sea.

## SECRET FIGHTER BASE

### 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

When the Mutants successfully invaded and occupied Primus, Master Sebrion created a ruse in which he led the Mutants to believe there was a hidden fighter base in the wilderness. In reality, no such base existed, and Skeletor and Flogg expended a lot of time and energy trying to locate it.

## SECTION 8, LEVEL 19



### 1984 UK WORLD MOTU ANNUALS

Section 8, Level 19, was the location on the Prison Star where Trap Jaw was imprisoned before he became one of Skeletor's Evil Warriors. This section was known for being the area where the most dangerous criminals were incarcerated, such as Faker, who was also imprisoned there.

## SELKIE ISLAND



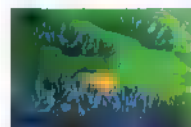
### 1983 FILMATION MOTU ANIMATED SERIES

Located far away, Selkie Island was a place of both great history and great danger. The island was rich with vegetation and also featured large mountains. Selkie Island was once home to a beautiful city of fantastic structures, enchanting many historians. However, the island was also inhabited by many ferocious creatures.

## SERENIA

### 1985 FILMATION POP ANIMATED SERIES

The beautiful and mystical valley of Serenia was the one place that kept all of Etheria in balance. If anything happened to the power in this valley, Etheria would tip sideways in its orbit. Within the valley of Serenia and its gently flowing river lay the temple of the Serenity Stone.



## SERENITY STONE TEMPLE



**1985 FILMATION POP ANIMATED SERIES**

Situated within the valley of Serenia stood the Serenity Stone Temple, containing the Serenity Stone, the balancing point for all of Eternia. Inside the pyramid-shaped temple were many large statues and an inner pyramid where the stone was held. The ghostly guardians of the Serenity Stone resided within the temple.

## SERIFFIN DESERT



**1986 UK MOTU COMIC MAGAZINES**

The Seriffin Desert was a vast stretch of desert that was considered by many to be the most inhospitable place on all of Eternia. It was home to several nomadic tribes, as well as a rare species of savage desert dragons.

It was also the dwelling place of Man-E-Faces, who took refuge in the Seriffin Desert to live away from humanity after being cursed by Skeletor with a dangerous split personality. Man-E-Faces sought sanctuary in the desert to conduct solitary research into a cure for his condition, in safe confinement where his alternate personalities would not inflict harm upon others.

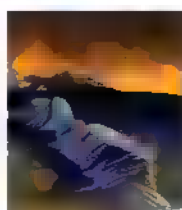
## SERUS



**1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES**

Serus was an underwater city on the planet Primus, and in the *New Adventures* cartoon canon it was the home of Captain Hydron of the Galactic Guardians.

## SHADOW KINGDOM



**1985 FILMATION POP ANIMATED SERIES**

The Shadow Kingdom was home to many mysteries. Skull Path led into the heart of the Shadow Kingdom and to Duke Drear's evil fortress.

## SHADOW LAND

**1986 UK MOTU COMIC MAGAZINES**

The Shadow Land was a dark and quiet but generally peaceful stretch of barren land on Eternia, inhabited by the Shadow-Folk. The underground tunnels beneath the Shadow Land were home to the Mole-People.

## SHADOW MOUNTAINS

**1986 UK MOTU COMIC MAGAZINES**

The Shadow Mountains were a dark, mountainous region where He-Man battled with Hordak's Mantisaur machine.

## SHADOW WEAVER'S SECRET LAIR



**1986 UK POP COMIC MAGAZINES**

Shadow Weaver used her magic to create a secret lair for herself, a dark, foreboding castle for her own private use. After Shadow Weaver cast a hate spell, using an evil cloud to turn She-Ra's friends against her, She-Ra found her way to Shadow Weaver's Secret Lair and used the powers of her sword to destroy it.

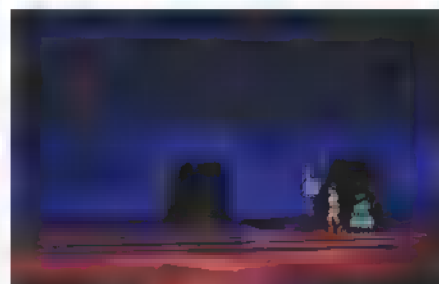
## SHADY GLADE OF DREAMS



**1986 UK POP COMIC MAGAZINES**

The Shady Glade of Dreams was situated near the Forest of Storms and home to lots of peaceful animals who loved She-Ra. When captured by Hordak and forced to reveal where She-Ra's supporters were, Kowl told him they were to be found in the Shady Glade of Dreams near the Forest of Storms. However, he omitted the fact that this glade was filled with animal supporters rather than She-Ra's Rebellion comrades, resulting in the Horde Troopers searching the forest in vain for the Rebels.

## SHAFT 13



**1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES**

Shaft 13 was a mineshaft in the Gornworks Mine where He-Man agreed with Meliac to purchase Trifusium crystals.

## SHERIFF'S OFFICE



**1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES**

The Sheriff's Office was the center of law and order in Gorn City on Denebria. It was briefly occupied by Flipshot before the post of sheriff was taken over by Meliac.



## SHRINE ON THE IRON MOUNTAINS



**1984 UK WORLD MOTU ANNUALS**

A shrine was located in the cold, windswept Iron Mountains. The monks that lived within the shrine worshiped

an unnamed deity and never left their remote mountaintop home. Nobody had ever been up to the shrine and lived to tell the tale, for the mountain's face was very sheer, and those who tried to climb the mountain always fell to their deaths.

There was a legend that the monastic keepers of the shrine guarded priceless treasures, such as chalices, goblets, and jewelry, that had remained safe from the hands of thieves in their care for centuries. The monks remained there alone in exalted isolation.

Skeletor planned to use his magic and mercenaries to climb the Iron Mountains and take these treasures, in order to use the wealth to fund his fight against He-Man and the Masters of the Universe. As usual, Skeletor, Tri-Klops, and Beast Man failed when He-Man, Gorpo (Orko), and Stratos journeyed there to prevent Skeletor from accomplishing this scheme.

## SHUTTLE PORT

**1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES**

The Primus Shuttle Port was a spaceport where the Galactic Guardians' Astrosubs were docked.

## SILAX

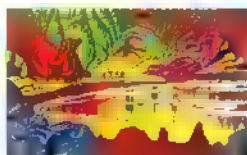
**1985 FILMATION POP ANIMATED SERIES**

The planet Silax was known to have the best hunters, trappers, and warriors in the universe. While they were not part of the Horde Empire and did not know much about the Horde, Hordak arranged to have one of their best, Huntara, come to Etheria to deal with She-Ra.

## SILENT SEA

**1987 GERMAN EHAPA MOTU COMICS**

Within the Land of Black Souls, the cursed city Moraturia rested on the ground of the Silent Sea.



Its magical waters enabled those who dived into them to breathe. When He-Man activated a hidden mechanism within

the city, the water flowed away, emptying the Silent Sea.

## SILVER FALL

**1986 GERMAN POP AUDIO PLAYS**

The Silver Fall was a magic waterfall located behind a large desert. Its magical water had healing powers and prevented Peekablue from becoming blind. The waterfall was protected by the giant Brüll, who claimed ownership of the Silver Fall.

## SILVER RIVER

**1986 UK POP COMIC MAGAZINES**

The Silver River lay on the boundary between the kingdom of Bright Moon and the Fright Zone; it was one of Mermista's favorite locations on Etheria. She loved to play and frolic beneath its peaceful waters. It was the home of the peace-loving Siren Fish, which had the power to emit strong siren calls that could penetrate solid walls.

When the Horde set up a Batmex Factory on the banks of the Silver River, its waters were polluted by the oil from the factory. Mermista was distressed at what the Horde were doing to



one of her favorite places on Etheria, the home of her friends. Fortunately, the Siren Fish arose from the watery depths to defend their home. Emitting their powerful siren song, they

were able to break through the walls of the factory and bring the entire Batmex Factory crashing down. Castaspella and the other Rebels then used a combination of magic and science to clear up the pollution in the water, and the Silver River was peaceful and safe once more.

## SILVERGLADE

**1985 FILMATION POP ANIMATED SERIES**

Silverglade was the rumored home of a wizard who could grant courage. The road to Silverglade was fraught with danger, however. A Horde outpost, odd traveling salesmen with nefarious objectives, and even the sheer distance were all daunting barriers to reaching the area.

## SIMBAR

**1983 FILMATION MOTU ANIMATED SERIES**

Home to Emperor Kathar and his daughter, Princess Kathay, Simbar was subject to the Council of Seasons. Every year the council would decide if the emperor was to rule for another year, and it was because of this tradition that the evil Hexon stopped time to overthrow Kathar so that he might rule Simbar.

## SINGING RIVER

**1985 FILMATION POP ANIMATED SERIES**

In legend, it was the good king Jared who taught the river how to sing. This was what the storytellers and bards, such as Bow, told the people of Etheria on their travels.

**1985 GOLDEN POP BOOKS**

The Singing River was the most well known and the largest river on the planet of Etheria. In the



Golden books canon it stretched from coast to coast on the western continent. This calm and peaceful river flowed through the home of the Great Rebellion, the Whispering Woods.

**1985 UK WORLD POP ANNUALS**

The largest and longest river on the planet of Etheria, the Singing River cut through the Whispering Woods.



## SINGING RIVER GORGE

**1985 FILMATION POP ANIMATED SERIES**

The Singing River flowed at the bottom of an Etherian gorge, which could only be crossed by an old wood-and-rope bridge. It was only a matter of time before the old bridge gave way, and

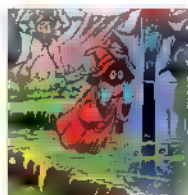


when a little girl named Leena attempted to cross the gorge in order to enter the Whispering Woods, the bridge collapsed. Fortunately, Bow and She-Ra were nearby to save her.

## SINISTER SWAMPLANDS

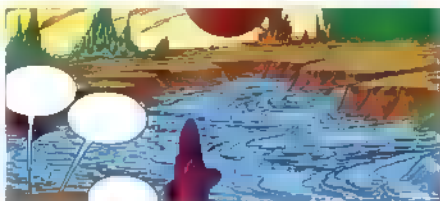
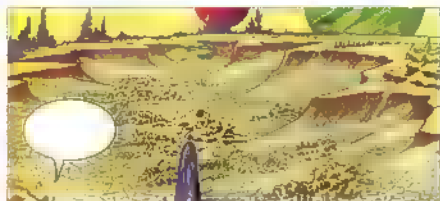
**1986 UK MOTU COMIC MAGAZINES**

The Sinister Swamplands were inhabited by savage beasts, including the Lizigator and the Swamp Beast. This dark, swampy area was the site of one



of the tests Orko was subjected to by the magician Zandini, in order to prove his worth as a wizard.

## SINK OF BONES



**1987 GERMAN EHAPA MOTU COMICS**

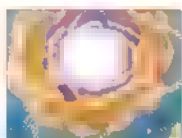
The Sink of Bones was a valley filled with the carcasses of many dinosaurs. No man could survive more than one day within its dry expanse. When Skeletor destroyed Eternia's Great Dam, the Heroic Defenders directed the water flow into the Sink of Bones, thus turning it into a large reservoir.

## SINZI MOUNTAINS

**1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES**

The Sinzi Mountains were an area on the planet Zil where the planet's finest fruit was grown.

## SIXTH DIMENSION



**1985 FILMATION POP ANIMATED SERIES**

The Sixth Dimension lay beyond time and space and was the realm where Shadow Weaver sent She-

Ra before Madame Razz, Broom, and Kowl could save her. Within the cavernous Sixth Dimension were strange screaming pink ghosts and the mysterious Salisticar.

The only way out of the Sixth Dimension was to pass the challenging three levels created by Salisticar or by way of an ancient lost, glowing book, presumed to be in the library of the Valley of the Lost.

## SIZZLING DESERT

**1986 US POP MAGAZINES**

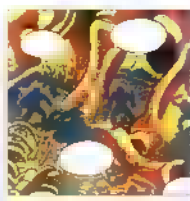
The Sizzling Desert was a vast expanse of land on the planet Etheria and the location of the fabled Pool of Beauty.



## SKELETON ISLAND

**1987 GERMAN EHAPA MOTU COMICS**

During a journey, the Heroic Defenders stumbled upon a mysterious island without any plant life. They soon discovered a secret base of the Demons of Evil underneath the surface, surrounded by the countless bones and skeletons of gigantic creatures. As the heroes escaped, Skeletor accidentally activated the self-destruct mechanism, destroying the entire island.



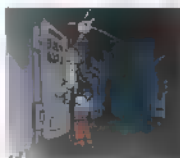
## SKELETON MOUNTAIN



**1987 GERMAN EHAPA MOTU COMICS**

Located near Snake Mountain, the Skeleton Mountain was a small hill entirely made of bones. There, the Demons of Evil summoned the Power of all Beginnings to carry Castle Grayskull into the Swamps of the Nether Regions.

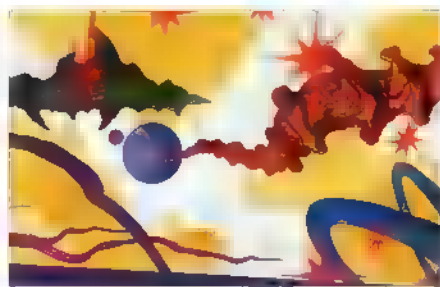
## SKELETOR'S CHAMBER



**1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES**

Skeletor's Chamber was his personal quarters on Moon Nodor.

## SKELETOR'S DIMENSION



**1983 FILMATION MOTU ANIMATED SERIES**

Strange imagery was abundant in Skeletor's Dimension, where waterfalls would flow upward and trees grew upside down. As this dimension was the exact reverse of Eternia, Skeletor was more powerful than the heroes and could control Castle Grayskull, having transported it to his dimension via the White Hole.

## SKELETOR'S FORTRESS



**1983 FILMATION MOTU ANIMATED SERIES**

Built by the Ape Clan in Eternia's distant past under the command of a time-traveling Skeletor, this fortress was an imposing sight with high walls, turrets, and ramparts. The fortress was erected on the exact spot where Castle Grayskull would one day be built and primarily housed the Wheel of Infinity.

## SKELETOR'S SECRET LAIR



**1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES**

Skeletor's Secret Lair was a large cavern on Primus which he and

Slush Head briefly used when they attempted to take control of Helm's magical paintings.

## SKELETOR'S UNDERGROUND BASE



**1986 UK MOTU COMIC MAGAZINES**

Skeletor set up an underground base beneath the Shadow Lands, where he enslaved the Mole-People and forced them to dig a tunnel through to the Royal City so that he could attack from below. He-Man and Man-At-Arms located the underground base and foiled the villain's plan, setting the Mole-People free. Skeletor abandoned the base and fled the scene.



## SKELETOR'S UNDERGROUND WORKSHOP



**1983** LADYBIRD MOTU BOOKS

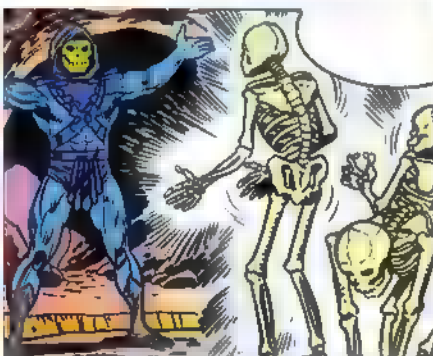
Skeletor's Underground Workshop was located deep underneath Snake Mountain. It was within this workshop that Skeletor's minions, the Skelcons, constructed all of the vehicles and inventions that the evil Lord of Destruction used to try to defeat He-Man and gain access to Castle Grayskull.

## SKO RIVER

**1983** ITALIAN PIÙ MAGAZINES

The Sko River was a body of water located on Eternia. Skeletor once disguised himself as a lost traveler and asked He-Man to show him the way to the Sko River.

## SKULL MOUNTAIN

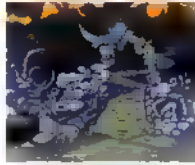


**1984** GERMAN INTERPART-CONDOR MOTU COMICS

Deep within the Cavern of the Defiled Ones rested Skull Mountain. It was made from the bones of the Prophets of Good, who were banished to hell after they sided with evil.

When Skeletor summoned the Defiled Ones, Skull Mountain came alive and reassembled into skeleton warriors. Dispatched to kill He-Man, the skeletons reassembled themselves when destroyed and were able to shoot hellfire rays out of their eyes. Skull Mountain crumbled to dust when He-Man shut down the gate to hell within the Cavern of the Defiled Ones.

## SKULL PATH (I)



**1985** FILMATION POP ANIMATED SERIES  
Skull Path, leading to the Shadow Kingdom, was a dangerous trail lined with innumerable bones and skulls of animals, humans, and other creatures of every sort. A great gate led travelers onto the path, and it was not uncommon to get the feeling that the skulls themselves were watching you.

## SKULL PATH (II)

**2008** MOTU CLASSICS

The Skull Path was a valley thronged by steep mountains, leading to a skull-shaped edifice in the Horde-occupied territory of the planet Etheria. The Skull Path was close to the Dark Edge, which marked the eastern border of the Horde's occupied territory.

## SKY MOUNTAIN



**1986** UK MOTU COMIC MAGAZINES

Sky Mountain was a high peak where Prince Adam and Man-At-Arms engaged in one of Eternia's newest sports, cliff diving. Special conditions in the crater below the mountain made the air around Sky Mountain so dense that it would support the diver and protect them from falling, allowing them to effectively swim in the sky.

He-Man made use of the air around Sky Mountain to defeat one of Skeletor's schemes after he set a giant-sized Kobra Khan loose on Eternia. Khan would shrink back to normal size when out of contact with Eternia's surface, so He-Man lured him toward Sky Mountain in order to make him trip over the edge and then battled him in the dense air, causing him to return to normal size.

## SKYDANCER MOUNTAIN



Sky Dancer Mountain

**1985** FILMATION POP ANIMATED SERIES

Sky Dancer Mountain was the sheer summit crowned by the Crystal Castle. It was thought to be impossible to scale, but Adora was able to climb the mountain to seek the help of Light Hope.

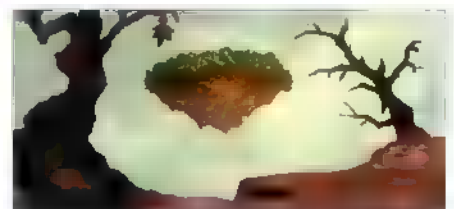
**1985** POP MINICOMICS

Skydancer Mountain was a majestic mountain peak on Etheria. In the minicomic continuity, the Crystal Castle could be found at its summit, high above the clouds.

**1985** UK WORLD POP ANNUALS

Skydancer was Etheria's tallest mountain, reaching so far into the sky that the summit was not visible from the ground. High on top of the mountain resided the Crystal Castle.

## SKYLAND OF WILDBLOSSOM



**1985** FILMATION POP ANIMATED SERIES

A floating island, Skyland of Wildblossom was home to the living tree creatures known as Skylanders. With their home dying, they had to find another Skyland before it was too late. When the creatures saw Swift Wind, they brought the flying horse and She-Ra to their home and, after a brief miscommunication, She-Ra was able to relocate the creatures to a new Skyland.

## SLAVE CITY

## 2008 MOTU CLASSICS

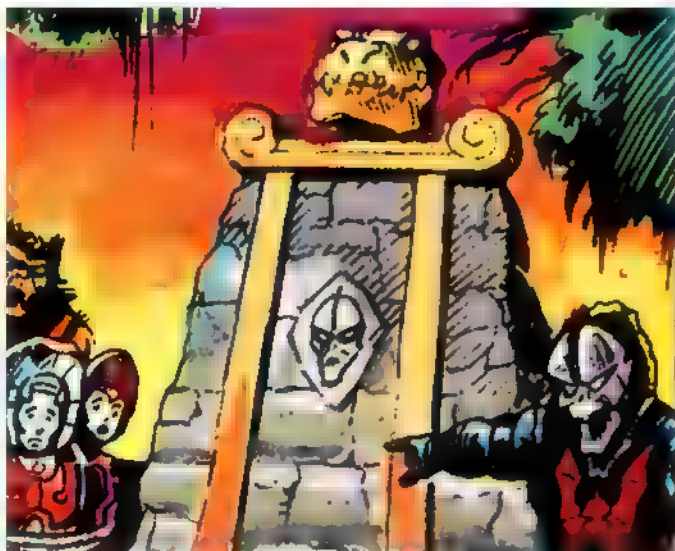
Slave City was a metropolis located in the northern corner of Preternia's Snake Territory. It was located very close to the border with the Dragon Territory and contained a large central arena. The city disappeared after the Spell of Separation reworked the Eternian landscape; it appeared to have been submerged under the Sea of Rakash.

## SLAVE PITS

## 1985 FILMATION POP ANIMATED SERIES

The unseen Slave Pits were located on the Horde's base of operations on Horde World, overseen by Horde Prime.

## SLIME PIT



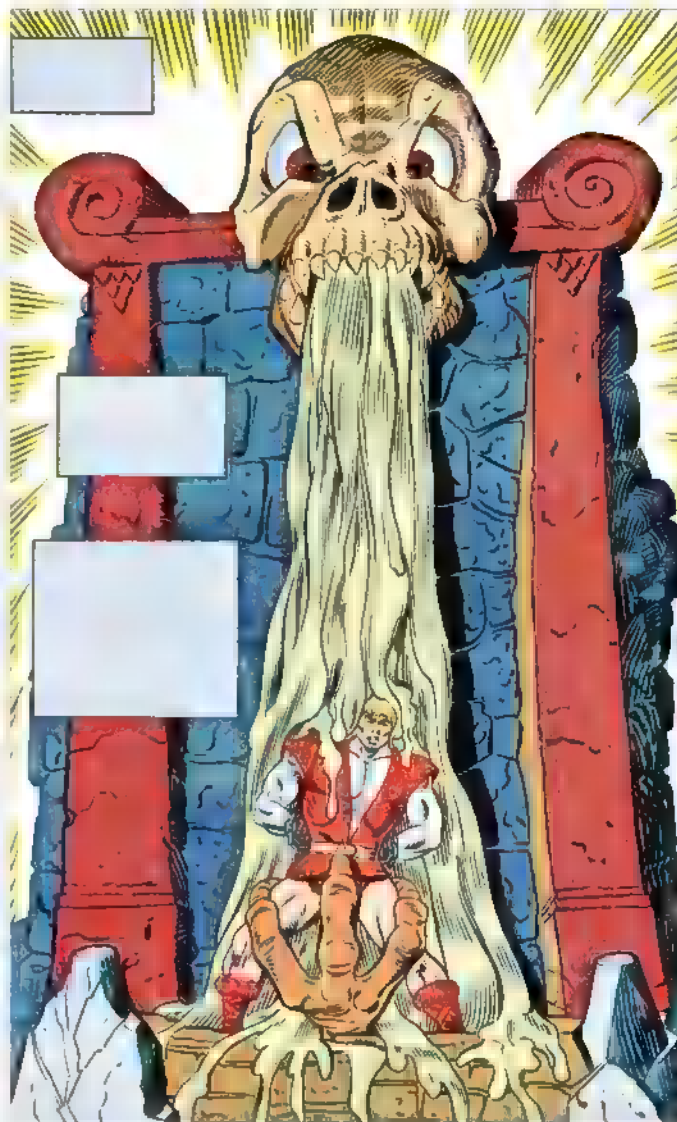
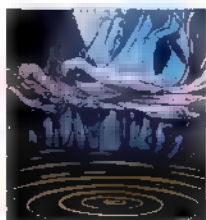
## 1983 MOTU MINICOMICS

The Slime Pit was a gruesome structure located at the bottom of Hordak's dark domain on Etheria. It was a thing so terrible that it could only have been hatched from evil. The pit consisted of a slime-filled basin, two vertical stone columns, and a central brick wall adorned with Hordak's repugnant image. An ornate horizontal pillar lay across the top of the wall, supporting an ugly skull reminiscent of a dinosaur's. A large, bony claw held victims in place within the pit.

The most horrific feature of the Slime Pit was, of course, its green slime. Pouring from the gaping maw of the dinosaur's skull, the foul slime turned its victims into mindless slaves compelled to do Hordak's bidding.

## 1985 FILMATION POP ANIMATED SERIES

The Slime Pit was used against prisoners to sap their energy. It was located on Beast Island within a pit lined with the bones of the strange animals from the island. The vat of slime was hated by the prisoners but loved by the Slymepig.



## 1986 MARVEL STAR MOTU COMICS

In the Star comics canon, the Slime Pit was the most horrible torture chamber imaginable, used by the Horde for dumping oozing slime upon their enemies.

## 1986 UK MOTU COMIC MAGAZINES

The UK comics continuity described the Slime Pit as a deadly trap set up by Hordak, in which he would imprison unwilling victims and drench them in the Slime of Evil, which would turn them into mindless Slime Monsters who would then obey his every command. Hordak obtained the Slime of Evil from a network of twisting tunnels



beneath Eternia's surface and brought it to his base in the Fright Zone, where he had built the Slime Pit. He used the Slime Pit first in a scheme to make He-Man his slave, and later to create an army of Slime Monsters to invade the planet Andrill.

## 1987 GERMAN EHAPA MOTU COMICS

In the German comics canon the Slime Pit was a sacrificial altar located near the Evil Horde's Fright Zone. In order to please the powers of evil, a victim was held tight in the pit's large hand while green slime ran out of its head, probably to suffocate the offering.





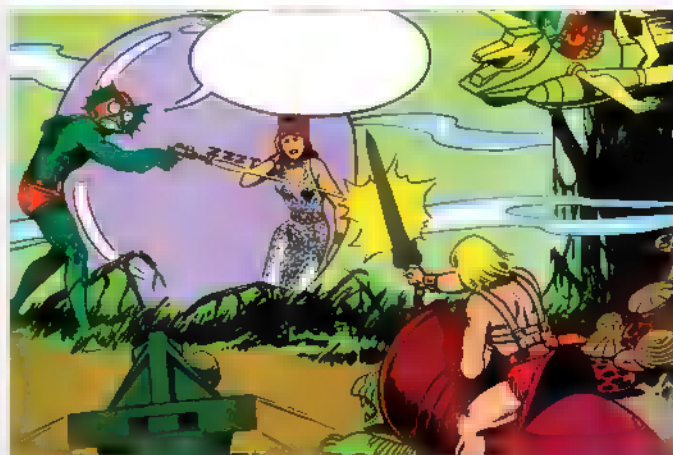
## SLIME ROOM



**1985** FILMATION POP ANIMATED SERIES

Inside the Fright Zone, Hordak assembled vicious creatures he planned to use in his further conquest of Eternia. His Slime Room had a catwalk suspended over bubbling slime, where tentacles would creep out of the ooze and wave about. Among the slime were Bog Waddlers, Slime Scrapers, Swamp Crawlers, Howlers, Creepers, and Screamers. There were even artificial creatures there that had been created by Horde scientists.

## SLIME SWAMP



**1983** GOLDEN MOTU BOOKS

The Slime Swamp was the vile swampland located on the Dark Side of Eternia. It was in this swamp that Mer-Man held the real Lady Irena prisoner within the Crystal Bubble.

## SLOUGH OF DESPOND



**1983** GOLDEN MOTU BOOKS

The Slough of Despond was a fearsome and dangerous swampland located on the planet of Eternia. Terrible beasts and flesh-eating plants were native to these nasty, slimy swamps.

## SMALL OAK



**1985** FILMATION POP ANIMATED SERIES

The area of Small Oak was the location of a Horde research facility where they were testing a weapon capable of miniaturizing their enemies.

## SMOLDERING VOLCANO

**1986** UK POP COMIC MAGAZINES

The Smoldering Volcano lay to the north of the Fright Zone.

## SNAKE LAIR



**2008** MOTU CLASSICS

The Snake Lair was the fortress of Lady Slither on Trolla after the Unnamed One sent her there to seize the Overlords' Temple of Power. Lady Slither's Revenge Squad returned to her in the Snake Lair after each of their defeats at the hands of the Defenders of Trolla.

# SNAKE MOUNTAIN

Evil Stronghold of Skeletor

Castle Dragonstone  
Temple of Serpos



## 1983 FILMATION MOTU ANIMATED SERIES

Snake Mountain was Skeletor's imposing headquarters, made of stalagmite-like peaks with an enormous stone snake wrapped around them. The snake's open maw served as one of the few access points and as a lookout location. On one side was a landing area for vehicles below a red waterfall known as Blood Falls. The fortress was built by Skeletor with the information he obtained from the Golden Disks of Knowledge. On one occasion Skeletor introduced a giant blue snake to He-Man, implying ■ was the reason why he called the base Snake Mountain.

Snake Mountain incorporated many mystical and technological features. A seismograph-like device could measure magical power surges over great distances, from as far away as the Royal Palace. A large screen was positioned near the ceiling inside the mountain, allowing Skeletor to project his images to anyone inside. The throne room boasted ■ throne made of bones and ■ transport beam that Skeletor used to seek out his Evil Warriors and return them immediately to Snake Mountain.

At the foot of Snake Mountain was a garbage dump where everything from food scraps to broken machine parts was discarded.

Deep beneath Snake Mountain were vaults where Skeletor stored treasures he had accumulated over the years. Each vault possessed a thick door with a lock. One vault contained fake copies of the Golden Disks of Knowledge.

## 1983 MOTU MINICOMICS

In the minicomics, Snake Mountain was portrayed in both the spirit of its toy design as well as its animated appearance. In some instances, Snake Mountain had ■ purple coloration with a demonic face leering from its stony façade. At

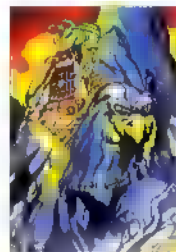


other times, it was a dark mountain peak with a large serpent wrapped around it. It was full of terrible dangers and traps. Long ago, it served as King Hiss's lair—until he and the Snake Men were trapped in a pool of energy deep within the catacombs beneath the mountain. In present-day

Eternia, Skeletor hatched his twisted schemes from within the unholy fortress.

## 1983 GOLDEN MOTU BOOKS

In the Golden books, ■ mystic pool was located in Snake Mountain that Skeletor used as one would a crystal ball. It allowed him and his minions to observe events occurring across Eternia and was magically connected with his Spy-Bats.

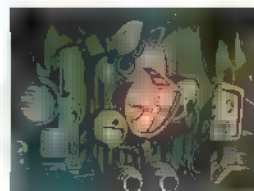
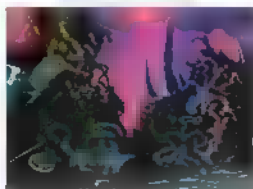
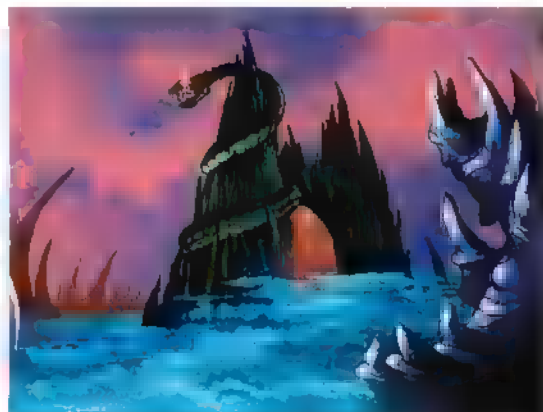


## 1983 LADYBIRD MOTU BOOKS

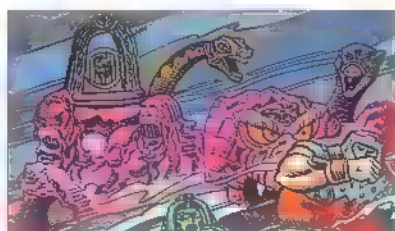
The Ladybird books showed Snake Mountain connected to an active volcano which the Skelcons used as a smelting forge.

## 1984 GERMAN MOTU AUDIO PLAYS

Snake Mountain, also known as Castle Dragonstone, was the headquarters of Skeletor and his Monster Warriors, including the Snake Men as well as the Evil Horde before their departure into the Fright Zone. Here, Skeletor built his evil machines and experimented within his







laboratory. Several Eternian peasants were held captive in Snake Mountain's dungeon cells before He-Man demanded their release during a short-lived alliance with the Lord of Evil.

When Skeletor conquered Eternia and declared himself

king of Eternia, he abandoned Snake Mountain and only left Spydor and Panthor as guardians there. The Renegade Masters of the Universe took it as their new headquarters and shut down its many secret entrances. Snake Mountain was eventually destroyed almost completely by Skeletor and his warriors, who had been tricked by Man-At-Arms.



#### 1984 GERMAN INTERPART-CONDOR MOTU COMICS

In the German Condor comics, Snake Mountain was also referred to as Castle Dragonstone. The heroes spent a great deal of time in search of it, for it was said that if

Snake Mountain fell, so too would evil on Eternia. Although the heroes thought one time that they had finally discovered Skeletor's base, it turned out to be an ordinary mountain. Snake Mountain was a frightful place filled with traps and other defense systems.

#### 1985 FILMATION POP ANIMATED SERIES

The Filmation series established that Snake Mountain had been a base of operations for Hordak and the Horde years ago. After Adora was kidnapped, Hordak fled Eternia, and Skeletor adopted it as his own stronghold.

#### 1986 MOTU NEWSPAPER STRIPS

The newspaper strips established that Snake Mountain and Castle Grayskull were yin and yang. If one fell, so too would the other.



#### 1986 UK MOTU COMIC MAGAZINES

In the UK comics, Snake Mountain was created by the Snake Men centuries ago by imbuing a mountain with evil energy. When they were defeated and banished by the Elders, the mountain was covered up with rock, giving it the appearance of a normal mountain.

Years later, when Skeletor emerged on Eternia, he sensed the presence of evil magic within the mountain and used his magic to clear away the rubble. He adopted the ancient fortress as his own base. As the threats he

faced grew to include both the Heroic Warriors and the Evil Horde, he upgraded its defenses considerably. Initially resembling the Filmation version, once Skeletor upgraded the mountain's defenses, it took upon the appearance of the toy version.

Skeletor spent most of his time in his private quarters in Snake Mountain, while his minions occupied most of the rest of the stronghold, awaiting his orders.

The catacombs beneath Snake Mountain were full of many artifacts collected by Skeletor over the years. It was here, too, that the Cosmic Pool was located. When King Hiss and the Snake Men were freed from their imprisonment, they occupied the underground tunnels beneath and the surrounding land, which were connected to Snake Mountain.

#### 1987 GERMAN EHAPA MOTU COMICS

In the German Ehapa comics, Snake Mountain was always shrouded in fog. The Doom Room could be found deep underneath it.



#### 2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The history of Snake Mountain presented by the MYP series was very different, though it did draw inspiration from earlier canons. Snake Mountain was the



enormous hollowed shell of the snake deity Serpos, who was imprisoned over a volcano in the Dark Hemisphere long ago. The mountain was named by King Hssss, who took residence in the shell and transformed it into an impregnable fortress. When King Hssss was defeated, he and his Snake Men were imprisoned in the Void, located in a chamber beneath the mountain.

Snake Mountain was later used by Skeletor and his Evil Warriors. Many other chambers were carved into the mountain's stone, including a throne room with surveillance technology, a workshop for Tri-Klops, prison cells, and a bestiary for Beast Man. Later, a chamber was added for a Slime Pit used by Skeletor to create minions to bolster his forces. Yet another chamber, deep under the mountain, contained a large pillar decorated with stone snake heads and was used by Skeletor to conduct secret meetings with members of the Council of Evil.

Snake Mountain possessed many secrets unknown to Skeletor, some of which were revealed by King Hssss when the Snake Men were released from their imprisonment. These primarily consisted of parts of the mountain transforming into living snakes.

#### 2008 MOTU CLASSICS

With the demon face of Ka hewn into its side and wrapped in the stone coils of Serpos, Snake Mountain was once the temple of the Snake Men. It became the secret location of the Sword of the Ancients, hidden there by the elder Keclar after the Great Wars. Over time, only the most evil villains ventured into Snake Mountain, but none since King Hssss himself would dare to call it home, until Skeletor. Later Snake Mountain became Skeletor's home base, as in other canons. When Hordak invaded Eternia, he attacked the fortress and even destroyed parts of it when he usurped the throne of Eternia from Skeletor. Later, after Skeletor defeated Hordak and left Eternia, the Evil Warrior Jitsu became the new lord of Snake Mountain in his stead.

**TRIVIA** Snake Mountain was also known as the "Temple of Serpos." Another location featuring that name was also located in Subternia near Snake Mountain and may have once been part of the mountain complex.



IMAGE COURTESY OF DC COMICS

#### 2012 DC MOTU COMICS

Snake Mountain had been Skeletor's base until he was banished to the Netherworld. When the Horde took control of Eternia, it became a base for the new Sorceress, Teela, and her Snake Men followers, as well as the heroic Masters of the Universe.

## SNAKE PIT

**2002** MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The Snake Pit was a portal located beneath Snake Mountain, from which Kobra Khan and Evil-Lyn released the Snake Men after they had been imprisoned in the Void by Zadak and the Council of Elders. Kobra Khan's round artifact with a snake symbol could open the Void, and after Zadak sealed it again, only his staff could unlock the Snake Pit.

## SNAKE TERRITORY

**2008** MOTU CLASSICS

The Snake Territory was the quadrant of Preternia controlled by the Snake Men during the Truce of the Three Towers. This territory included Viper Tower and the Temple of Serpos, as well as several settlements. The Snake Men lost their territory after the truce was broken and the Great Wars resumed, culminating in the Ultimate Battleground. After the Spell of Separation changed Eternia's landscape, much of the former Snake Territory thereafter resided in the planet's newly created Dark Hemisphere.

## SNAKE TONGUE PASS

**1985** FILMATION POP ANIMATED SERIES

Snake Tongue Pass was a canyon known for its rocky terrain. When Shadow Weaver and Skeletor plotted against Hordak, Skeletor was able to collapse the sides of the pass around the Horde fleet.

## SNAKEQUARTERS

**1986** UK MOTU COMIC MAGAZINES

The Snakequarters was a series of underground caverns used by King Hiss and the Snake Men as their base after they were freed onto Eternia by Skeletor. These caverns were connected to Snake Mountain by a tunnel network, which made it easy for King Hiss and his henchmen to access Skeletor's lair.

However, as neither Skeletor nor King Hiss trusted one another despite their alliance, the connection between the two bases was more commonly used for the purposes of spying. King Hiss only intended the Snakequarters to be a temporary headquarters, for he hoped to regain his old command center, Viper Tower, and work from there. But when Viper Tower was recovered, the Snake Men were driven from that fortress by He-Man and the Heroic Warriors, who took it as their base instead.

## SNAVE

**1986** UK MOTU COMIC MAGAZINES

Snave was the technologically advanced world which the Heroic Warrior Sy-Klone originated from, a planet on which humans and robots had learned to live in perfect harmony. When Sy-Klone



was a human athlete called Dash-Shel, he was known throughout Snave as the fastest runner on the planet.

When the Horde invaded Snave, Dash-Shel made a

stand against the evil forces and became known as "the Rebel." When a Horde attack on Dash-Shel fatally injured him, his father, Thom-Shel, the greatest robotics engineer on Snave, saved his life and gave the universe a new hero by converting him into the "human tornado" thereafter known as Sy-Klone. Thus empowered, Sy-Klone led the rebellion on Snave and drove the Horde from the planet so that it could live in peace once again. While Sy-Klone relocated to Eternia to join the Heroic Warriors in their battles against the Horde, his heart remained bound to Snave, and he intended to return there once the Horde had been defeated once and for all.

**2008** MOTU CLASSICS

Snave was a small gray planet located inside the Eternian Dimension, just outside of the Horde Empire's space. The fact that Horde-occupied territory entirely surrounded Snave suggested that the planet was under some form of protection or had proved to be either too difficult or too irrelevant for the Horde to go to the trouble of conquering.

## SNOW CITY

**1984** UK WORLD MOTU ANNUALS

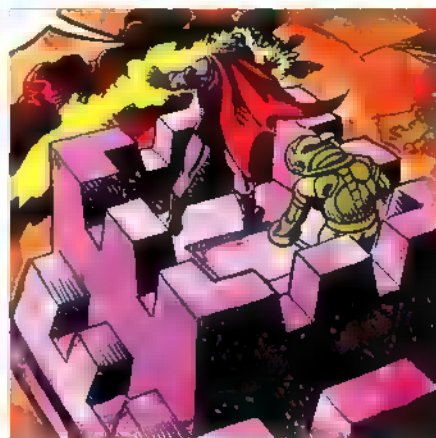
Snow City was the main settlement located in the Snow Mountains. In Snow City, King Oger ruled the Snow Mountains from within his snow-covered palace.

## SNOW MOUNTAINS

**1984** UK WORLD MOTU ANNUALS

The Snow Mountains were a large polar area on Eternia, ruled by King Oger from his palace in Snow City.

## SOLAR TOWER



**1986** UK MOTU COMIC MAGAZINES

The Solar Tower was a flying fortress which Hordak forced the enslaved Cat-Nik people to build for him, powered by energy from the sun. Hordak used the Solar Tower to make an aerial assault on Castle Grayskull, chaining his Cat-Nik captives to the exterior of the tower so as to prevent the Heroic Warriors from firing at it, as he knew they would not endanger innocent lives.

He-Man, Mekanek, and Sy-Klone attempted to reach the tower to stop Hordak's scheme but were curtailed by Leech, who drained their power every time they attempted to do so. Eventually Sy-Klone managed to use his spinning powers to propel them up to the fortress via air currents. The heroes forced Hordak to flee and released his captives. They flew the fortress back to the Cat-Nik Village, where He-Man and his comrades allowed the Cat-Niks to keep the Solar Tower as their new source of light and heat.

## SORTECH'S LAIR

**HERO NAMES**

Machina Mountain  
Cavern of Machina

**2002** MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

Sortech's Lair lay in the cavernous ruins of a tower housing the Ergon, a device he invented with the intention of providing an unlimited energy source

to the people of Eternia long ago. The device was stolen by Prahvus and his warlords, who used it to power an army of war machines. The Ergon eradicated this army in an explosion that also destroyed the tower, leaving behind tremendous mounds of discarded machines and debris. Akin to an enormous junkyard, these ruins were infested with huge metallic creatures that survived the explosion.

Inside the tower's remains stood tall steel obelisks and machine parts, strewn about chambers lined with flashes of phosphorescent light. Sortech was bound to the Ergon, which powered the equipment which had sustained his life since the explosion left him badly injured. When a cave-in impaired the Ergon's energy flow, the scientist sought the aid of Eternia's most powerful beings to help repair the damage.



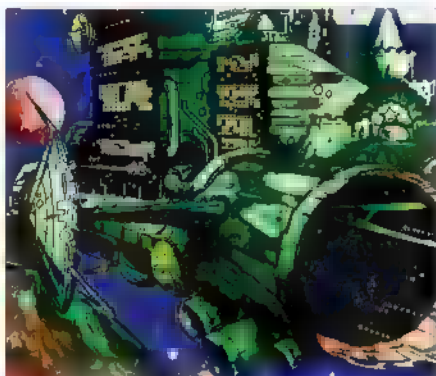
## SORTON SPACE BASE



**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Sorton Space Base was home to the peaceful Mytes on the planet Necron.

## SPACE FORTRESS



**1986** UK MOTU COMIC MAGAZINES

The Space Fortress belonged to Scrollas, the chronicler of the battles between good and evil on Eternia. It was from this fortress in the depths of space that he observed everything which took place on Eternia and recorded the battles and adventures of both good and evil forces on his computer system for preservation.

## SPELEA KINGDOM

**2002** MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The underground kingdom of Spelea was the home of the bat-like Speleans in Subternia. Spelea appeared to be a vast cavern filled with luminous orbs. It also contained a great forge where the Speleans crafted steel weapons to defend themselves from the neighboring Caligars.

**2008** MOTU CLASSICS

The Spelea Kingdom was home to the bat-like Speleans, ruled by Lord Dactus in Eternia's underground world of Subternia. The kingdom was accessible through a large gate built beneath and opening onto the surface in the Light Hemisphere. Spelea was also connected to a passageway left over from the Lost City of the Ancients, which led to the secret Subternia Gate of Castle Grayskull.

After Dactus and his people joined Randor on the surface to fight during the Great Unrest, they returned to find their underground kingdom in ruin. The Speleans chose to blame the Caligars, who likewise blamed the Speleans for their own devastated homeland. The two races remained in conflict for years until Randor convinced them to put aside their rivalry and join his alliance against Skeletor and the Snake Men.

## SPYDRA'S CASTLE



**1983** FILMATION MOTU ANIMATED SERIES

One of Eternia's most eerie buildings, Spydra's Castle was both threatening and arachnid in appearance.

Within its walls were many different rooms in which Spydra would store her magical items.

## STAR GATE

**1986** MARVEL STAR MOTU COMICS

Used by the Evil Horde to invade Eternia, the Star Gate was a massive dimensional portal large enough to transport an army. However, if the machine controlling the gate was destroyed or malfunctioned, the gate could be compromised and send people through Hyperspace. This could expose the traveler to uncontrolled cosmic energy, blasting them across the galaxy to an unknown time or place in the universe.



## STARBAND



**1986** UK MOTU COMIC MAGAZINES

The Starband was a small cluster of worlds in what Rio Blast described as "the meanest, dirtiest outback of space that's ever been seen." Rio Blast, a young farmhand, took it upon himself to install law and order in the Starband and trained himself as a warrior, founding the Starband Marshals and becoming the Starband's leading lawman and defender.

The Starband Marshals' law and order soon began to restore peace in the planetary cluster, whose greatest criminals were imprisoned on the Astro-Jail hovering above the planets.

## STATION BLUE FOUR



**1986** MOTU NEWSPAPER STRIPS

Station Blue Four was a large space station located near the planet Primus. Because Station

Blue Four existed outside of Primus's Vasionic Shield, Flogg targeted Blue Four and attacked it using several drone ships.

## STATION ZETA



**1983** FILMATION MOTU ANIMATED SERIES

Station Zeta was Eternia's foremost research laboratory, a modern facility located within an old fortress in the mountains. Inside the facility, secret research took place, such as the invention of the

Remote-Controlled Drilling Machine.

## STATIS TOWER

**1986** UK MOTU COMIC MAGAZINES

The Statis Tower was built by the evil forces of Eternia under the instruction of Horde Prime, in an attempt to drain the plasma from the core of Eternia. Within the tower was a powerful drill that would drill toward the core of Eternia and extract the plasma, which the tower would send into orbit around Eternia to be collected by Horde Prime's ship. The plasma was imbued with the natural magical energy of Eternia, and Prime's operation would have resulted in the destruction of the whole planet and the empowerment of his own evil force.

He-Man, Stratos, and Buzz-Off managed to discover the evil forces' scheme and destroyed the Statis Tower before the plan could be put into action.

## STILIA

**2002** MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The village of Stilia was the home of the yeti-like Kulatak people in the Ice Mountains, where they mined rich deposits of the rare Eternium ore.

**2008** MOTU CLASSICS

Stilia was a large frozen city in the Ice Mountains of Eternia's Light Hemisphere. The Evil Warrior Icer hailed from the outskirts of Stilia.

## STONE CITY

**1983** FILMATION MOTU ANIMATED SERIES

The legendary Stone City, long lost in the Vine Jungle, was home to a great treasure: the very people of Stone City themselves. These warrior people transformed into stone statues when their combat skills were no longer needed. The people of Stone City could be revived from the great sleep of stone by the Life Bringer machine through their leader Vokan.



## STONE DESERT



**1984** GERMAN INTERPART-CONDOR  
MOTU COMICS

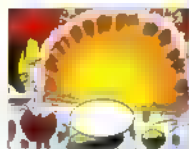
When Webster kidnapped Prince Adam, Skeletor brought both to his hideout within the Stone Desert. As the desert was filled with large rocks resembling bones, Skeletor had built his secret base inside one of these rocky structures.

## STONE HALL

**1984** GERMAN INTERPART-CONDOR  
MOTU COMICS

Deep within Castle Grayskull was the Stone Hall, a large room filled with floating rocks. It was forbidden for these stones to be moved, as they represented the source of time itself. Using the power of the stones enabled the user to open a gateway to other times.

When Evil-Lyn pretended to be Zoar and convinced He-Man to move a rock, his action changed the stream of time, causing the Masters of the Universe to slowly dissolve. They were saved when the Sorceress got back her powers and succeeded in moving the correct stone back to its original place, effectively repairing the time stream.



## STORMWORLD

**1986** UK MOTU COMIC MAGAZINES

The Stormworld was the dimension inhabited by Climato the Weather Wizard, the evil demon with power over all forms of weather.

## STRIPED DESERT

**1987** ITALIAN MAGIC  
BOY MAGAZINES

The Striped Desert was located on Primus's moon Enos. Its landscape featured craggy, mountainous terrain. A comet containing a Dragontoad once crash-landed in the Striped Desert.



## STONE MOUNTAIN



**1983** FILMATION MOTU ANIMATED SERIES

Atop a large mountainous formation of rock, Mallek's Stone Mountain home was an impressive fortress. It featured rather simplistic brickwork within and did not look particularly warm, and thus a fire was kept ablaze in Mallek's main chamber.

## STRUG

**2008** MOTU CLASSICS

Strug was a small green planet deep within the Horde Empire, situated close to the sovereign planet of Horde World.

## SUBTERNIA

## Sub-Ternia

**2002** MIKE YOUNG PRODUCTIONS  
MOTU ANIMATED SERIES

Subternia was a vast underground network of caverns and ancient ruins in the Light Hemisphere of Eternia. ■

was accessible through deep caves dotting the landscape and from the seemingly bottomless Abyss surrounding Castle Grayskull. Here the Snake Men dug a large chamber known as the Temple of Serpos, using it to hide the Medallion of Serpos for many years until King Hssss excavated the chamber and called upon his ancestors' spirits to reveal the artifact to him.

Subternia was inhabited by the Speleans and the Caligars, who were bitter enemies separated by a large gate intended to protect the Bat People from their reptilian neighbors. The region was also once the home of the Caligar Evil Warrior Whiplash, who guided Skeletor in locating the Lost City of the Ancients, revealing an underground gateway to Castle Grayskull buried in its ruins. A ramp built into the side of a volcano by the Caligars offered another entrance to their Subterranean realm and was the location of another artifact, used to form the Triad of Discidium, wedged into a stone pillar.

Lava flows were a common sight in Subternia, providing a source of light for Eternia's heroes and villains as they found their way through the realm's labyrinth of tunnels.

**2008** MOTU CLASSICS

In this continuity Subternia was also known as Sub-Ternia and the Hollow Eternia, and it was the world beneath the surface of the planet. Sustaining many forms of life, Subternia was the hiding place of many of Eternia's secrets.

The region was home to many underground-dwelling races, including:

- ✦ Caligars
- ✦ Speleans
- ✦ Rock Men
- ✦ Kex Insect People
- ✦ Lava Lords



IMAGE COURTESY OF DC COMICS

In addition to the races living in Subternia, it also encompassed many hidden sites, such as the city of Jatoria, Arachnia City, a Gar star cruiser, and the Three Towers. Most important of all, Subternia was the hiding place of the Starseed, the magic artifact of the gods guarded by Procrustus at Eternia's core.

**2012** DC MOTU COMICS

Subternia in the DC comic continuity was the literal and spiritual underworld of Eternia. It was made up of six rings, or circles, named in legend as Dreams, Earth, Sky, War, Death, and Eternity. Only the Power of Grayskull, given by the mother goddess Zoar, could open the gates to Subternia. The Ring of Death held the imprisoned Snake Men, the First Ones, while the Ring of Eternity was where the Starseed, the mother goddess, resided. Only the circle of sky connected all the rings of Subternia together.

The circles of Subternia also mirrored the overworld. Therefore, during the Horde occupation of Eternia, the Ring of Dreams turned to nightmares and the Ring of Earth became a wasteland.



## SULFUR PITS

1985 FILMATION POP ANIMATED SERIES

When Horde Troopers failed at their tasks, Catra enjoyed sending them to the Sulfur Pits for hard labor. The Sulfur Pits were notorious, but many a Trooper would rather go there than report failure to Hordak in person.

## SULPHUR MINES

1983 LADYBIRD MOTU BOOKS

The Sulphur Mines were one of the prison mines where most prisoners of the kingdom of Eternia were sent to work. It was a very unpleasant location. Skeletor's minion Zodac was incarcerated in the Sulphur Mines for a time.

## SUMMER ISLE

1985 LADYBIRD POP BOOKS

Summer Isle was a beautiful island with a permanent summer climate, no matter what the season was across the rest of Etheria. Known for its hot springs, it was also the home of a flock of geese, led by Asner. The island's location was described as the halfway point of the journey that these geese would make as they traveled south for the autumn months.



## SWAMPS OF GANGOON

1985 MOTU MAGAZINES

The Swamps of Gangoon could be found on the planet Eternia. These marshy swamplands were seemingly not far from Castle Grayskull, as the great fortress was visible from the swamps.

## SWAMPS OF MONGO

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Swamps of Mongo were once the site of a battle fought by Dukan, one of the greatest heroes in Primar history.

## SVEN-TOWN



1986 UK MOTU COMIC MAGAZINES

A rundown settlement plagued by cold, icy weather, Sven-Town was a small village in the North Fields of Hordak's Fright Zone on Eternia. It was run from Dring House, the council chamber where Mayor Binon, Attendant Mozz, and their council saw to affairs in the town while living under the tyrannical regime of Hordak and the Evil Horde, to whom they paid taxes.

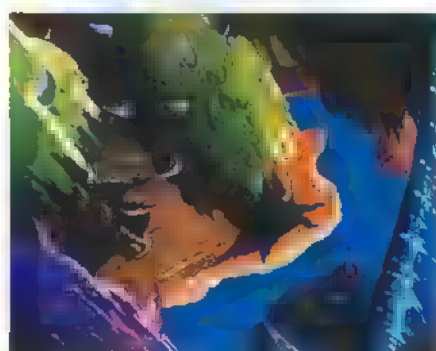
## SWAMP



1985 FILMATION POP ANIMATED SERIES

The shortest route to Blackmoor Castle, the Swamp was creepy, dark, and a perfect place for Horde agents to hide and ambush the Rebels.

## SWAMPS OF ENCHANTMENT



1983 FILMATION MOTU ANIMATED SERIES

The Swamps of Enchantment were home to strange legends, such as the mysterious Lost Mountain. It was here in the swamps where a merchant found King Miro's bracelet, which led Man-At-Arms and King Randor to the Enchantress and Miro himself, Randor's long-lost father.

## SYLVAN MOUNTAINS

1985 LADYBIRD POP BOOKS

The Sylvan Mountains were a beautiful range on the planet of Etheria. Madame Whizz's Gingerbread House was located nearby.

## TAHRYN



1983 FILMATION MOTU ANIMATED SERIES

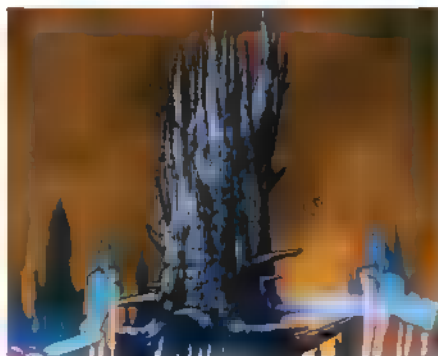
The city of Tahryn featured beautiful towering golden buildings with designs that rivaled even those of the Royal Palace of Eternos. Tahryn held a deadly secret, however. The monster Yog lived underground and was a constant threat to the people of the city. When Yog would awake, Celice would immediately use her siren song to sing the monster back to sleep.

## TALOK CITY

2008 MOTU CLASSICS

Talok City was a metropolis located in the territory of the Free People of Preternia. Talok's distinctive architecture and red color, as well as its position relative to Castle Grayskull, would result in the city being later rebuilt as the Eternos Palace, the future home of King Randor and He-Man.

## TALON MOUNTAIN



## 1985 FILMATION POP ANIMATED SERIES

A foreboding Ethernian peak with jagged ridges covered in spiky formations and many caves on the sides of its steep cliff face, Talon Mountain was home to Hunga and the Harpies. After the fall of Bright Moon, Queen Angella was captured and held by Hunga at Talon Mountain for many years, until He-Man and She-Ra saved her.

## 2008 MOTU CLASSICS

In the Classics canon, Talon Mountain was a large spiky mountain within the Horde-occupied territory of the planet Eternia.

## TAR SWAMP



## 1983 FILMATION MOTU ANIMATED SERIES

The Tar Swamp was the dreary and dangerous place where Orko entered Eternia after a powerful storm opened

a gateway from his world on Trolla. Beneath the surface of the swamp were the remains of many extinct creatures from Eternia's past, as well as the magical medallion Orko lost after using it to save a young Prince Adam and Cringer.

## 2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

In this canon, the Tar Swamp was a dank area of jungle filled with dark waters and tall trees and covered in choking vines. When Orko was first transported to Eternia through a vortex leading from his home planet of Trolla, he appeared above the swamp just in time to save Prince Adam and Cringer, who were stuck in a tar pit surrounded by large carnivorous creatures called Swamp Hoppers, though Orko lost his magic wand in the process.

Years later, He-Man and Man-E-Faces traveled to the Tar Swamp to investigate reports of a monster attacking tradesmen in the area. Tovar and Baddhra sprang their trap, hoping to defeat Eternia's champion and collect a reward from Skeletor, only to be defeated by the two heroes.

## 2008 MOTU CLASSICS

The Classics continuity located the Tar Swamp on the southern coast of the northernmost landmass in Eternia's Light Hemisphere.

## TARGET PLANET

## 1986 UK MOTU

## COMIC MAGAZINES

This unidentified planet was formerly a technologically advanced world which enjoyed the luxuries of modern life until it came under attack by an army of robots which destroyed all cities on the planet within days and loaded all metal and machinery onto their ships. The robots piloted these ships to the planet's moon, where they unloaded the metal parts and hollowed out the moon's core in order to convert it into a gigantic battleship.

The surviving humans on the planet were left without technological resources and became reduced to living as a primitive Stone Age culture. One of the humans on the target planet managed to sneak onboard one of the robots' ships and traveled to the core of the moon, and from there transmitted a distress signal that was picked up by the Heroic Warriors on Eternia. He-Man and Roboto came to the aid of the planet and journeyed to its moon, where they came face to face with the Great-Putor, the mad computer that was commanding the robot invasion force in an effort to wipe out all organic life in the universe. He-Man and Roboto defeated the Great-Putor and returned to the target world, where the people were saved and ready to start a new and peaceful civilization.

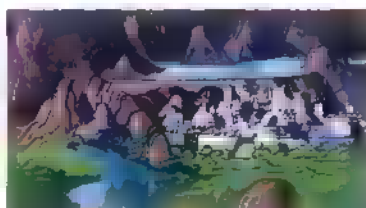


## TANGLEWOOD FOREST

## 1983 FILMATION MOTU ANIMATED SERIES

Although never seen, Man-At-Arms referenced the Tanglewood Forest, implying that it was a great distance away from the Royal Palace.

## TARGA



## 1983 FILMATION MOTU ANIMATED SERIES

Home to the power-hungry Queen Balina and her servant Draca, the kingdom of Targa existed within one of the many dense jungles on Eternia. The city was primarily white in color and had a large gladiatorial arena within its grounds. The city constantly posed a threat to an opposing kingdom, Operon.

## 1983 MOTU MINICOMICS

Targa was a city on the planet Eternia, ruled by the good princess Rana in the minicomics continuity. The city once fell victim to a heinous villain named Lodar, who enslaved the entire populace and made those he subjugated fight one another for sport in a gladiatorial arena.



## TARGA'S ARENA



## 1983 FILMATION MOTU ANIMATED SERIES

Located within the city of Targa, the gladiatorial arena was vast and imposing. The populace of Targa would join the cruel Queen Balina in her enjoyment of watching warriors fight one another, often to the death. A fanfare would sound when a battle was to be fought in the arena, preparing everyone for the day's event.

## TAURON'S LAIR



## 1983 FILMATION MOTU ANIMATED SERIES

Located in a very mountainous region of Eternia, Tauron's Lair contained a plethora of books about the arcane. A fire pit was positioned outside of his lair, at the edge of a cliff from which he would cast spells.



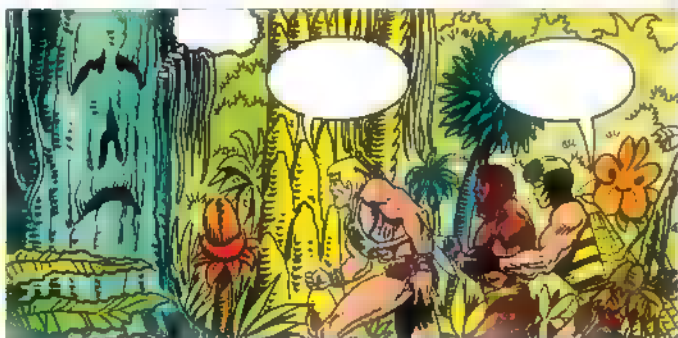
## TEAR-DROP RIDGE



**1986 MARVEL STAR MOTU COMICS**

Located deep within the Evergreen Forest, Tear-Drop Ridge overlooked the clearing where the Comet Warrior Rokkon crash-landed while being chased by the evil Meteorbs.

## TEEKAY



**1986 UK MOTU COMIC MAGAZINES**

Teekay, an alien world known as the "Planet of Plants," was inhabited by superintelligent, peaceful vegetation. Many years ago, a race of humanoid animals had inhabited Teekay alongside the plants, but war broke out among the humanoids, which led to the total destruction of their civilization. Toward the end of the war, the plants had used force to protect themselves, and this led to fear among the humans, who saw the plants' defense as an act of rebellion and believed they had intentionally tried to hurt them. Although most human life on Teekay was completely wiped out following the war, a small group of survivors retreated underground and started a new civilization there, avoiding the surface world and the plants at all costs.

Now wiser following their wartime experience, the surviving humans built a prosperous and beautiful kingdom beneath the ground and lived in peace and tranquility through the years.

Meanwhile, above the surface, the plants' intelligence increased with time. Living together in harmony, the plants distrusted all animals. When He-Man, Moss Man, and Buzz-Off ventured to Teekay to find a rare plant cure for their poisoned friend Battle Cat, the plants of Teekay attacked and took them prisoner. They were presented to one of the rulers of the plant world, a large anthropomorphic tree, who explained the plants had only attacked them because they had a history of being hurt by animals. When He-Man explained their reason for being there, the tree at first refused to help them, for the act of killing an innocent plant to obtain a cure for Battle Cat would nevertheless be murder. However, seeing that the heroes meant no harm, several of the plants each made a small donation of their fluid to collectively accumulate the amount necessary to cure Battle Cat.

The heroes accepted this, but before they could leave Teekay, Matmos Mount, its largest volcano, erupted, and the explosion was severe enough to bring about the plants' total doom. He-Man and his friends fearlessly set about extinguishing the flames and saving the plants. The tree ruler thanked He-Man and his friends for their help and told them the plants had learned now that not all animals were cruel or dangerous.

He-Man returned to Teekay at a later date, this time with Man-At-Arms and Sy-Klone. Skeletor, Hordak, and King Hiss had teamed up to carry out the ultimate assault on Eternos City, with all their respective armies. To ensure He-Man would not be around to protect the city, they lured him away with a false distress call from Teekay, claiming that Matmos Mount had exploded again and He-Man's help was needed. But when He-Man and his friends arrived, they found that everything was quiet and peaceful there, and when the teleportation machine exploded behind them, stranding them permanently on Teekay, they knew they had been tricked.

The plants recognized He-Man as the hero who had saved them on his first visit to their planet. When he explained his and his comrades' predicament, the plants were more than happy to help them. However, the only way to return to Eternia was to construct a teleportation machine, and there had been no technology on Teekay for many years, ever since the destruction of human life in the war.

Doing their best to help the heroes, the plants scoured Teekay and managed to find an ancient fallout shelter that had been used by the humans in the war. They transported He-Man and his friends to this area, and the heroes were amazed to stumble upon the humanoid civilization that had been living underground.

The people's leader, Lygon, explained how their race had fled underground from the plants and built a new civilization. When He-Man said that the plants had never meant to hurt the humans during the war and had merely been protecting themselves, Lygon realized that an enormous misunderstanding had occurred between his people and the plants. But it would be wrong for his people to return to live in the surface world and kill intelligent plants for food. So He-Man offered Lygon and his people a new home on Eternia. Lygon was more than happy to accept, and he and his people provided the heroes with the machine they needed to return to Eternia, traveling there with them. Once on Eternia, Lygon's people also helped to rebuild Eternos City, which had been destroyed in He-Man's absence.

## TEKRAN

**1984 GERMAN MOTU AUDIO PLAYS**

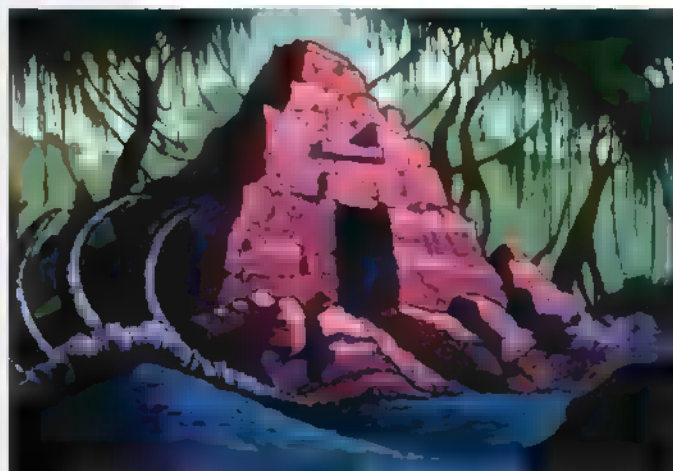
Tekran was an Eternian kingdom known for its violin players, who actually produced very bad music on their instruments.

## TELEPORT ROOM

**1986 UK MOTU COMIC MAGAZINES**

The Teleport Room was located in Hordak's Fright Zone on Etheria. The room contained a machine that Hordak used to teleport himself to various different planets throughout the universe. When Snout Spout escaped Hordak's clutches, he used the Teleport Room to beam himself to Eternia.

## TEMPLE GLOOM



**1985 FILMATION POP ANIMATED SERIES**

Located near Mystacor, Temple Gloom was an old Inca-like pyramid in the forest which the Horde used as a camp. The temple was nearly in ruins yet seemed perfect for the Horde with its dark, winding interior.

## TEMPLE OF BETWEEN



**1983 FILMATION MOTU ANIMATED SERIES**

The Temple of Between was the gateway linking Eternia to the Realm of Evil. The temple was a many-towered structure, built from green stone with a tall staircase leading to its entrance. Inside, a carved table with runic lines created a mystic bridge back to Eternia when the lines were connected.

## TEMPLE OF BIRINDALE



**1985 FILMATION POP ANIMATED SERIES**

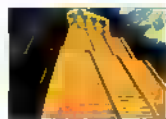
Over a thousand years ago, the Temple of Birindale held the Eldritch Book of Spells.

In present-day Etheria, Shadow Weaver led an excavation to find the book and cast an evil sleeping spell over the Whispering Woods, trapping everyone within.

## TEMPLE OF POWER

**2006 MOTU CLASSICS**

The Temple of Power was a magical citadel on the planet Trolla in the Timeless Dimension where the Overlords placed the Aura of the Gods, which they had captured (as well as the Star Tree) after it swept through the Five Dimensions. After the Overlords banished the traitor Gorpo into the Nameless Dimension for trying to steal this power, he plotted to return and steal the magic stored in the temple. After Horde Prime destroyed the Kaydex Crystal, explosions appeared in the Trollan skies and a crack in space-time appeared, allowing the Unnamed One to dispatch his agents to Trolla. He sent Lady Slither and the Revenge Squad, who, little by little, destroyed the Defenders of Trolla, the guardians left by the Overlords.



**1983 MOTU MINICOMICS**

Once thought to be only a legend, the Temple of Darkness was a massive pyramid-like structure located in the Sands of Time on Eternia. Made from a yellowish sandstone, it had a long set of steps leading to its summit and gigantic passageways within. The Temple of Darkness was said to appear every three hundred years, and when it did, evil things would happen. Skeletor briefly took over the temple and imprisoned the Sorceress.

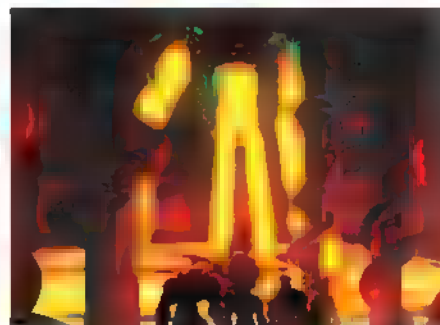
## TEMPLE OF HORDAK

**2006 MOTU CLASSICS**

In ancient times, the Temple of Hordak was a citadel located inside the Horde Territory of the supercontinent of Preternia. After Hordak cast the Spell of Separation and disrupted the planet's geography, the temple was located in the planet Eternia's Dark Hemisphere.

Thousands of years after King Grayskull banished Hordak and his army to Despondos, the Evil Horde leader's spirit called the exiled Prince Keldor to the temple. Hordak's spirit appeared within the temple walls and offered to teach Keldor the dark arts in exchange for helping him return to Eternia. When Keldor suffered grave injuries in a fight with his half brother Randor, Beast Man and Evil-Lyn brought him back to the temple, where he begged Hordak to save him. Hordak's spirit merged Keldor with the Despondos native Demo-Man to create Skeletor, the Lord of Destruction.

## TEMPLE OF SERPOS



**2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES**

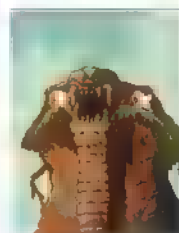
The Temple of Serpos was built by the ancestors of the Snake Men to honor their deity, the mighty and terrible Serpos. Their snake god destroyed entire populations in the conquest of Eternia thousands of years ago, before his onslaught was eventually halted by the Elders. The temple was found deep underground, its scaly walkways stretching over a pit of lava, adorned with tall stone snake statues guarding a stairway leading to a large brazier. King Hssss used this brazier to command the giant snake statues to come alive to attack his enemies, while he called upon his ancestors to bring him the Medallion of Serpos, hidden inside the mouth of a larger stone snake overhead. He-Man and his allies destroyed the four giant snakes, but not before the Snake Men made their escape.

**2006 MOTU CLASSICS**

In the Classics continuity, the Temple of Serpos was a huge citadel in the Snake Men territory of the supercontinent Preternia, on ancient Eternia. After King Hssss set Serpos free from an underground prison, he caused great destruction across Eternia until the Council of Elders tapped into the magic of the Starseed and turned him into stone. While his remains became Snake Mountain, the underground ruins of the Temple of Serpos remained in Subternia, where they were unknown to Snake Mountain's future occupants.

Five thousand years later, after King Hssss and his Snake Men escaped from their own prison and attempted to conquer Eternia again with the aid of Serpos, the mystic enforcer Zadak beheaded Hssss and forced his army to regroup in Serpos's ruined temple in Subternia while Skeletor regained control over Snake Mountain on the surface.

## TEMPLE OF THE CAT

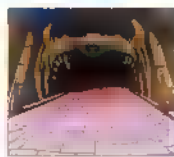


**1983 FILMATION MOTU ANIMATED SERIES**

Located in the Vine Jungle, the Temple of the Cat once belonged to a race of Cat People. The intricately carved temple had many booby traps waiting for any potential invaders.



## TEMPLE OF THE FANTUS



**1983** FILMATION MOTU ANIMATED SERIES

The Temple of the Fantus Tribe was located within the Vine Jungle and held the powerful Moorfire Stones.

## TEMPLE OF THE FIRE PEOPLE



**1983** FILMATION MOTU ANIMATED SERIES

Although located in the unforgiving land of the Region of Flame, the

Temple of the Fire People was a beautifully prominent structure, golden in appearance. Within the temple was a single pedestal, upon which rested the Spellstone. The temple also had a trapdoor, which led to an underground maze of tunnels.

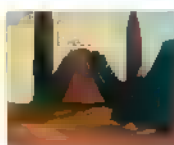
## TEMPLE OF THE RAM STONE



**2002** MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The Temple of the Ram Stone was located inside the ruins of Zalesia, in the Sands of Fire. Evil-Lyn, Beast Man, and Trap Jaw traveled there to take the Ram Stone from the Faceless One, who guarded the artifact and was prevented from leaving the temple by unknown magic. A large horned skull overlooked the pedestal where the stone was kept. The battle for the stone left the temple badly damaged. The origins of the temple, its stone, and the temple's guardian were a mystery.

## TEMPLE OF THE SUN



**1983** FILMATION MOTU ANIMATED SERIES

Located in the Sands of Time, the ancient and derelict Temple of the Sun was home to many treasures, including the Sun Scarab of Power and the Sunstone. At some point, the temple acquired a pair of keepers or guardians. The most prominent of these was a kindly man who sat upon a throne and listened to the entreaties of those who came seeking the power of the Sunstone. The second

was more stern and abrupt with visitors. Both were pleased when those who were worthy gained access to the Sunstone, and only they could open the Korithium Chamber, where it was housed.

**2012** DC MOTU COMICS

The Temple of the Sun was also home to the Eye of Chrono, one of the Eyes of Grayskull. She-Ra was able to locate the Eye of Chrono and the temple using the stone in the Sword of Protection after raising it up from where it was buried in the desert sands.

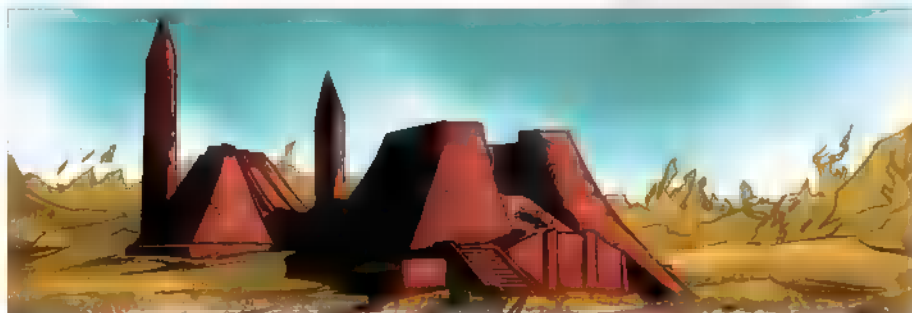
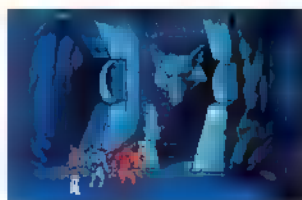


IMAGE COURTESY OF DC COMICS

## TEMPLE OF THE WOLF



**1983** FILMATION MOTU ANIMATED SERIES

Orko and Stanlan discovered an ancient map inside a broken wolf statue that led them to the Temple of the Wolf. Inside the temple was the Ancients' Book of Spells within a locked box. The temple was located within the Caves of the Wind, guarded by the statue of a wolf that would magically come to life in order to protect the Book of Spells.

## TEMPLE RUINS



**1983** FILMATION MOTU ANIMATED SERIES

The Temple Ruins consisted of many old buildings and structures, long since dilapidated by both neglect and the passage of time. The most notable feature of the ruins was the large throne upon which the slumbering Colossor resided.

## TERRA

**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

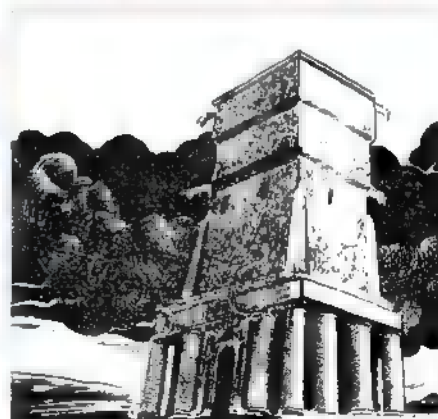
Terra was one of the continents of the planet Primus.

## TETRAN

**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Tetran was supposedly the home planet of Vadora, who was really a disguised android sent by Skeletor to infiltrate Primus.

## THAMALIA TOWER



**1986** MOTU NEWSPAPER STRIPS

At the edge of Rador's kingdom stood the ancient Thamalia Tower. Who built this stone fortress and why remained a mystery lost to the ages. The tower's caretaker was a robed man named Kor.

## THAYMORE



## OTHER NAMES

Thaymor

## 1985 FILMATION POP ANIMATED SERIES

The small village of Thaymore was located within the Etherian kingdom of Bright Moon, its citizens living in constant fear of the oppressive Horde army. When Prince Adam arrived on Etheria, he and Bow fought a group of bullying Horde Troopers. The Horde retaliated by arresting the entire village and threatening to send them to the prison mines, unless the two heroes surrendered. The Rebellion finally fought back with the encouragement of Adam and swelled their ranks against the Horde.

## 1985 LADYBIRD POP BOOKS

The village of Thaymor was one of the most well-known farming villages on the planet of Etheria,

located within the kingdom of Bright Moon. This village supplied Bright Moon with its fruit and vegetables and was home to the key supporters of the Great Rebellion.

## 2008 MOTU CLASSICS

Thaymor was a village located just within the kingdom of Bright Moon, south of the Whispering Woods on the planet Etheria.

## THAYMORE MARKETPLACE

## 1985 FILMATION POP ANIMATED SERIES

The Thaymore Marketplace was where the Great Rebellion often came to resupply. Ever since the town was liberated from the Horde, the merchants were willing to help the Rebellion with greatly needed supplies. However, that did not stop the Horde from placing spies in the village to plot against She-Ra and her friends.



## THENURIA

## 1986 MOTU NEWSPAPER STRIPS

Thenuria was Gwildor's home world. Little is known about Thenuria except that science was greatly revered there. Gwildor also once spoke of Thenuria's beautiful moon mist. From all indications, Gwildor was the only Thenurian on Eternia.

## THRONE-GROTTO

## 1984 GERMAN MOTU AUDIO PLAYS

Mer-Man's Throne-Grotto lay on the bottom of Eternia's largest ocean. It served as the base for the Lord of the Oceans and could be entered through shell-shaped gates. The grotto was illuminated by a greenish half-light and featured a large image transmitter which enabled Mer-Man to contact Skeletor at any time.

## TIKAHN JUNGLE

## 1983 FILMATION MOTU ANIMATED SERIES

The mysterious Tikahn Jungle had a unique appearance, as much of its flora only grew there. Deep within the Tikahn



Jungle lay a temple in which the Gedge, an ancient beast of immense power, had long been imprisoned.

## TIKAHN TEMPLE

## 1983 FILMATION MOTU ANIMATED SERIES

The Tikahn Temple was a large golden structure in the middle of the Tikahn Jungle. However, whereas the Tikahn Jungle was rich in life, nothing grew around or near the temple, which contained the Gedge.

## TILLJORN VILLAGE



## 1986 UK MOTU COMIC MAGAZINES

He-Man, Snout Spout, Moss Man, and Extendar came across Tilljorn Village after pursuing their evil enemies back in time to Eternia's prehistory. When He-Man and his comrades defended the village against two attacks by the Snake Men, thus bringing about the Snake Army's very first defeat, the villagers were inspired to rise up against their serpent oppressors after years of living in total fear.

A young boy in the village named Keclar was particularly enthusiastic about rebelling against the evil forces. Knowing that Keclar was the name of the leader of the Eternian Elders who historically defeated the Snake Men, He-Man became convinced this young boy would grow up to be the Elders' leader and one day save Eternia.

## TIMELESS DIMENSION

## 2008 MOTU CLASSICS

The Timeless Dimension was one of the Five Dimensions created by the Gods of the Multiverse and affected by their aura. It was the location of the magical planet Trolla and its native wizards, including the Overlords of Trolla. These Overlords ruled the Timeless Dimension after they captured the Aura of the Gods and stored it with the Star Tree in their Temple of Power. They also infused the power of the universe into the Sword of He. After one of their own attempted to steal the power for himself, the Overlords banished him to the Nameless Dimension.

The Overlords' interest in cosmic balance caused them to focus often on the Eternian Dimension, because of the Horde Empire and its evil conquests. Because of their attempts to limit the Empire's influence, the Sword of He ended up on the planet Eternia, which eventually led to the Overlords sending members of the Trollan elite into the Eternian Dimension to guide the guardians of the sword from generation to generation.

The Eternian hero He-Man traveled to Trolla in the Timeless Dimension on several occasions, finding its people to be kind allies, much like his Trollan guide, Orko. Eventually the destruction of a relic called the Kaydex Crystal shattered the barrier between worlds and may have caused a crack in space-time that allowed the Unnamed One to send his agents to Trolla. He-Man accidentally returned to Trolla with the help of Horde Prime's Vortex Beam Generator and had his last battle with his oldest enemy, Skeletor, at the Temple of Power. He-Man had no difficulty returning to the Eternian Dimension, although Trolla appeared less vulnerable to attacks than Eternia despite the tremendous power stored there.



## TITUS



**1984** UK WORLD MOTU ANNUALS

The island of Titus was a small island on the Guardian Sea, located on the planet Primus.

**1989** HE-MAN MINICOMICS

In the minicomics, Titus was the site of the plan-

et Primus's Space Observatory.

**1990** NEW ADVENTURES

OF HE-MAN ANIMATED SERIES  
In the animated series, Titus was a coastal area on Primus and the site of both the Trifusium Generator and the Titus Observatory, which served as Primus's main radar station.



**2008** MOTU CLASSICS

Titus was a small island located in the Guardian Sea on the planet Primus in the Tri-Solar System. Titus was close to the domed city of Orca, birthplace of the Galactic Protector Hydron.

## TITUS OBSERVATORY



**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Titus Observatory controlled the weather on the world of Primus. Destroying the observatory would plunge the ecosystem of the planet into chaos.

## TOMB OF CIRCANA



**1987** GERMAN EHAPA MOTU COMICS

Deep within the Tomb of Circana, the Elixir of Wishes was hidden and protected by Circana herself, a gigantic dragon-snake. Tricked by Hordak in the disguise of the Dream Mistress, Stonedar entered the cave and defeated Circana.

## TOMB ROCK



**1985** FILMATION POP ANIMATED SERIES

Among the rocky hills of the Crimson Waste lay Tomb Rock. Huntara imprisoned Glimmer here and fought She-Ra before she learned the truth about the Horde.

## TORGO

**1986** UK MOTU COMIC MAGAZINES

Torgo was the home world of the evil intergalactic villain known as the Collector. Once he had captured enough heroes from across the cosmos, the Collector intended to bring them to Torgo and there force them to battle one another in a Championship Games event, in order to find the mightiest warrior in the universe.

## TRADING POST



**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

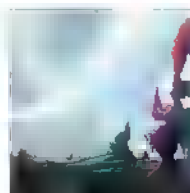
The Gorn City Trading Post was a rundown bar in which He-Man attempted to find a trader to sell his Trifusium Crystals.

## TRAIL OF THE FORGOTTEN

**1986** UK POP COMIC MAGAZINES

The Trail of the Forgotten was a dark, desolate trail in the Blue Mountains of Etheria. When the planet was gripped in a great wave of depression caused by one of Hordak's spells, a team of warriors from the Koala People's tribe ventured into the Blue Mountains to investigate. When they encountered the dragon who was the unwilling source of the sadness, they were overwhelmed with misery and headed down the Trail of the Forgotten, where they were captured by Hordak. Fortunately, She-Ra managed to defeat the effects of the spell and freed Hordak's captives.

## TRANNIS



**1983** FILMATION MOTU ANIMATED SERIES  
Trannis was once a beautiful planet, until Plundor employed his evil machines to cut down the forests and spoil the rivers, driving

many of the native animals into extinction. Plundor used his abilities to turn Trannis's Life Force into a green liquid.

**2008** MOTU CLASSICS

Trannis was a small purple planet in the Eternian Dimension located outside of the Horde Empire. Trannis was surrounded by a glowing aura of unknown origin.

## TRANSIUM ORE MINES

**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Transium Ore Mines of Necron were controlled by the peaceful Mytes. The Gleanons struck a deal with the Mutants, in an attempt to gain control of these mines.

## TRAP JAW'S HIGH-TECH HIDEOUT



**1983** FILMATION MOTU ANIMATED SERIES

Somewhere in the remote Sands of Time, Trap Jaw built a hideout where he could create his inventions and do his own mercenary

work. This high-tech laboratory gave Trap Jaw the instruments needed to create his Spider Drones, as well as any other projects required for his destructive purposes.

## TREADAWAY

**2008** MOTU CLASSICS

Treadaway was a large, seemingly uninhabited green planet, located inside the Horde Empire in the Eternian Dimension. Treadaway's surface was pockmarked with impact craters and included a large gash that exposed the mantle beneath the planet's crust.

TRIVIA: The planet Treadaway was named for MOTU toy sculptor Eric Treadaway of Four Horsemen Toy Design.

## TREE OF LIVING DIMENSIONS

### 1986 GERMAN POP AUDIO PLAYS

Near the Island of Wildflowers, Flutterina lived in the Tree of Living Dimensions. This tree-shaped palace was usually a dazzling structure, intangible to anyone except Flutterina. ■ she so wished, however, the tree was able to turn red with silver leaves that had the power to heal victims of the wildflowers' influence.

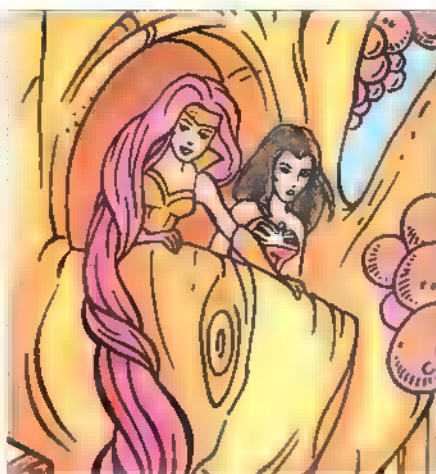
## TREE OF MANY FRUITS



### 1983 FILMATION MOTU ANIMATED SERIES

The Tree of Many Fruits was ■ magnificent tree that bore not only the Silver Apple but also a wide variety of other fruit. The tree itself was huge, grew within a large pool of water, and was guarded by a noble centaur.

## TREE-PLEX



### 1985 POP MINICOMICS

Catra's Tree-Plex lair was located in an Etherian forest within the Valley of the Lost. The structure was created within a large, hollowed-out tree. Here, Catra entertained guests, such as Entrapta and Clawdeen. The interior of the Tree-Plex was a comfortable environment adorned with soft cushions and framed artwork, with windows and a balcony carved into the exterior of this woodland lair.

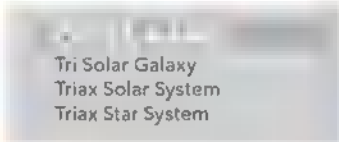
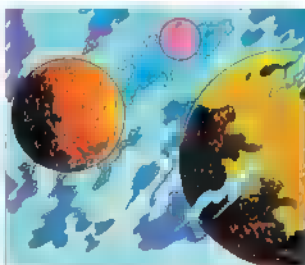
## TRIFUSIUM GENERATOR



### 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Trifusium Generator was located in Titus, on the planet Primus. It regulated the temperature of the entire planet and kept it from overheating. The generator was powered by Trifusium Crystals, which were only mined in Gorn City.

## TRI-SOLAR SYSTEM



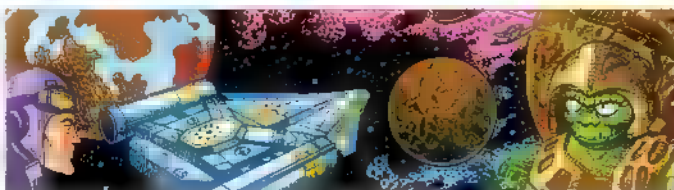
### 1984 UK WORLD MOTU ANNUALS

The location of Primus and Denebria was known as the Triax Solar System in this continuity.

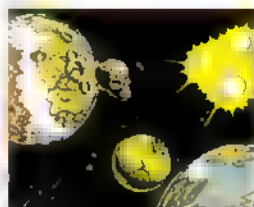
### 1984 GERMAN MOTU AUDIO PLAYS

The Triax Star System was a galaxy far away from Eternia, consisting of Primus, Denebria, and another, unknown planet. In the German audio plays, Denebria was referred to as the second planet, a reddish, glowing world that served as ■ base for the Evil Mutants led by Brakk. Inside of its black desert, the powerful Crystal Cone could be found. Primus was known as the third planet, a utopian world that served as a base for Darius and his friends. He-Man and Skeletor traveled to the Triax Star System aboard the Starship.

### 1987 GERMAN EHAPA MOTU COMICS



The Triax Star System was ■ galaxy far away from Eternia where the Evil Mutants from Denebria waged ■ war against the peaceful inhabitants of Primus. In this canon, He-Man and Skeletor traveled to the Triax Star System aboard the Starship, continuing their long rivalry.



### 1989 HE-MAN MINICOMICS

The Tri-Solar System was located trillions of miles and light years away from Eternia. Both Primus and Denebria circled the three suns which composed the Tri-Solar System. When He-Man was brought to the future by Hydron and Flipshot, they traveled to the Tri-Solar System.

### 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

In the animated canon, the Tri-Solar Galaxy was home to the planets of Primus and Denebria, along with many others. It was overseen by the Galactic Council, which was based on the moon of Enos. Flogg sought to conquer Primus before making himself king of the Tri-Solar Galaxy.



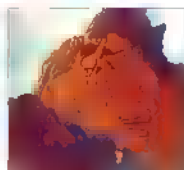
### 2008 MOTU CLASSICS

The Tri-Solar planetary system was located within space controlled by the Horde Empire. The system was home to the Galactic Protectors, who defended the peaceful planet Primus from the Evil Horde's Space Mutant Goon Squad from the planet Denebria. The Galactic Protectors eventually sought out the help of He-Man and She-Ra because they were prophesied to destroy the Horde Empire. The evil Lord Skeletor began his own campaign to conquer the empire by recruiting the Denebrians led by Flogg to help him take control of the system and ultimately overthrow Horde Prime. He-Man and his allies fought Skeletor in the Tri-Solar System for five years, before heavy losses on both sides convinced them to join forces and take their fight to Horde World.

As the Tri-Solar System was part of the space controlled by the Horde Empire, many denizens of the system became members of the Evil Horde. The evil scientist Galen Nycoff (later named Modulok), the Vebex Rock Man Callix, and the evil former queen C'yra of D'Riluth III (later named Catra) all joined forces with the Horde and served Hordak.



## TROLL KING'S PALACE

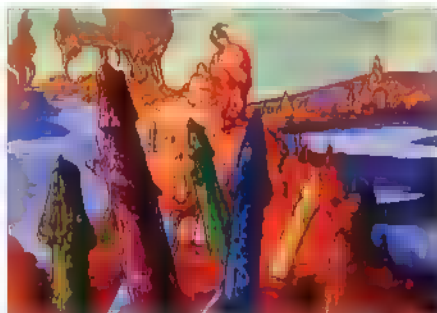


## 1985 FILMATION POP ANIMATED SERIES

Located in the caverns of Spikeheart, the Troll King's Palace had an exterior door within the side of a mountain, but a trap-

door welcomed any visitors from aboveground. The Troll King, Ahgo, resided within, protected by living rocks, fire demons, and his troll guards.

## TROLLA



Trollah

## 1983 FILMATION MOTU ANIMATED SERIES

Trolla was the home world to the diminutive race of levitating wizards known as Trollans. Most things on Trolla were backward in comparison to how they were on Eternia: there were upside-down trees and rainbows, flying fish, and Orko's magic even worked properly there.

It was difficult to travel between Trolla and Eternia. When the Sorceress opened a dimensional gateway between the two worlds, it was very small and would only remain for a short span of time.

## 1985 FILMATION POP ANIMATED SERIES

The *Princess of Power* series established that Trollans convicted of crimes were held in Flotsam Prison in the Sing-Song Sea.

The Trollan ruler's title was High Muck Muck. During She-Ra's time, the High Muck Muck of Trolla was named Blim, and his wife was the Muckess, Foosabella.

## 1986 UK MOTU COMIC MAGAZINES

In the UK comics, Trollah was referred to as another dimension.

## 2008 MOTU CLASSICS

The Classics canon drew upon previous concepts about Trolla and added fresh details for its own mythos. Trolla was a magical world located inside the Timeless Dimension and home to the Overlords of the Timeless Dimension. They constructed the Temple of Power on Trolla, where the Aura of the Gods and the Star Tree were stored.

## 2012 DC MOTU COMICS

In the 2012 DC comics, while Orko was possessed by the evil of the Skull of Power, he transformed the Trollans of Trolla into terrible demons. Though the planet remained a nightmarish place, He-Man vowed to help its people.

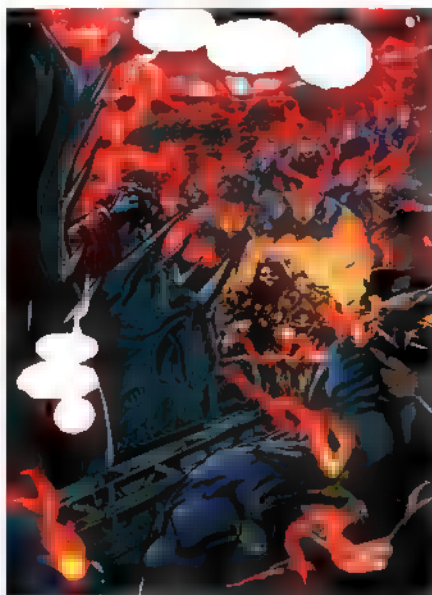
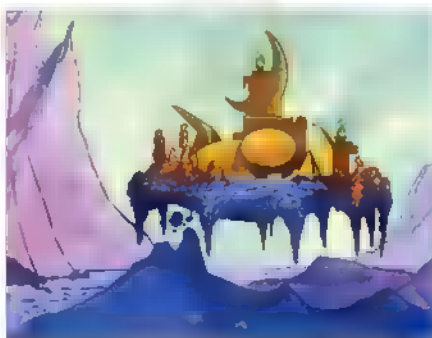


IMAGE COURTESY OF DC COMICS

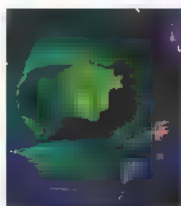
## TROLLAN ACADEMY OF MAGIC



## 1983 FILMATION MOTU ANIMATED SERIES

Overseen by the Crimson Council and headmaster Montork, the Academy of Magic on Trolla was a prestigious school that floated above a mountain range. The golden building was constructed with many strange shapes and angles in its architecture.

## TROLLAN VAULT



## 1983 FILMATION MOTU ANIMATED SERIES

The Trollan Vault was used to store the Horn of Evil. The horn was safe there until Clawful and Trap Jaw broke into the vault and stole it.

## TRONAR



## 1988 BRAZILIAN EDITORA ABRIL POP COMICS

Tronar was an Etherian kingdom responsible for imprisoning the Thermal Monster in another dimension.

Hordak later invaded Tronar, freed the creature, and unleashed it upon the Whispering Woods.

## TROPIC ZONES

## 1986 UK MOTU COMIC MAGAZINES

The Tropic Zones was the location of the Vault of Azrad, where the Elders of Eternia hid the second Eye of the Serpent after defeating the Snake Men in ancient times. In present-day Eternia, the Heroic Warriors had to journey there to prevent King Hiss from recovering the second eye.

## TROPICA

## 2008 MOTU CLASSICS

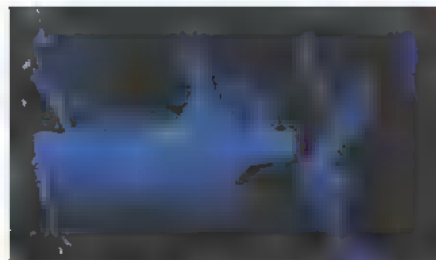
Tropica was a planet located within the Horde Empire in the Eternian Dimension. This world appeared to be covered mostly by green oceans, with small yellow landmasses.

## TUBES TO ONNOR

## 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

These tubes located across Primus were designed to quickly transport its people into the underground city of Onnor.

## TUNDRA CAVERNS



## 1983 FILMATION MOTU ANIMATED SERIES

The Tundra Caverns, a place abundant in stalactites and stalagmites, was a vast expanse within which it was easy for an individual to get lost. Although the caverns appeared to be empty, the venomous Dauber was one dangerous insect that existed in this uninhabitable location.

## TWIGGET VALLEY

1985 UK WORLD POP ANNUALS

Twigget Valley was a beautiful clearing in the Whispering Woods where the Twiggets generally held special occasions.

## TWIGGET VILLAGE



1985 FILMATION POP ANIMATED SERIES

The Twiggets lived in a village in a cluster of giant trees, with their homes built into the trees themselves, complete with windows and doors. The Twigget Village was located outside the Whispering Woods and thus subject to Horde patrols at any given time.

## TWILIGHT LAND

1986 UK MOTU COMIC MAGAZINES

The Twilight Land was a dark region of Eternia where strange magical creatures lurked. This land was the location of the Cave of Karnack, where Hordak and his Evil Horde first reemerged on Eternia. It was populated by many unusual creatures, among them Ice Thieves and Mountain Trolls.

## TWILIGHT ZONE

1986 UK MOTU COMIC MAGAZINES

Eternia's Twilight Zone was connected with Skeletor's Inner Sanctum within Snake Mountain. It was here that Skeletor was capable of stepping into the outer limits of magic and summoning demonic forces from other dimensions.

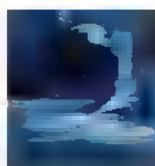
## TWO BAD'S WORKSHOP



1986 UK MOTU COMIC MAGAZINES

Two Bad's Workshop was located in a cave near Snake Mountain. It was here that Two Bad toiled away at various inventions to help Skeletor destroy the Heroic Warriors, such as the Crawl Bomb and the Buzz-Wheel of Destruction.

## UNDERGROUND CAVERNS



1983 FILMATION MOTU ANIMATED SERIES

Beneath the Royal Palace lay the Underground Caverns, which extended all the way to Dyperia. The caverns were dangerous, being home to large swarms of Night Spiders that encased unwary victims in webbing before they could call out for help. The Underground Caverns were also the territory of the Torcs.

## UNDERGROUND CITY OF TUNDARIA

2006 MOTU CLASSICS

The Underground City of Tundaria was a hidden fortress located in Subternia, accessible from the surface of Eternia's Light Hemisphere.

In ancient times, Tundaria was the savage home of the heroic warrior Wun-Dar, who became one of the guardians of the Sword of He after the Goddess tested his good heart and character.

Tundaria was later the home of the Vejulan Gwithrol Troll Gwildor, a brilliant inventor who stood out from the rest of his clan because of his keen intellect.

During their time as renegades under the reign of Skeletor and the return of the Horde, the Masters of the Universe hid in the caverns of Tundaria, where magic spells shielded them from discovery. Fifteen years later, Orko the Trollan transported Prince Dare and the new Masters of the Universe to Tundaria because the magic shields were still in place and could protect them from detection by the Unnamed One.

## UNDERGROUND LAKE



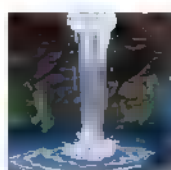
1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Underground Lake was discovered on the newly formed moon of Alconia-Geppleonia 01. It contained plants that Mutants were allergic to.

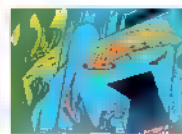
## UNDERGROUND RIVER

1983 FILMATION MOTU ANIMATED SERIES

Beneath the Darklands there once existed an Underground River that flowed with a great deal of force. He-Man was able to locate the river and used its waters to defeat the Crimson Scourge.



## UNDERSEA KINGDOM



1986 BRAZILIAN EDITORA ADRIAL MOTU COMICS

The Undersea Kingdom of Eternia was inhabited by a race of lobster-like humanoids ruled by a benevolent unnamed king. A mystical sacred trident of great power was guarded by the people of the Undersea Kingdom.

## UNDERSEA MOUNTAINS

1986 UK TWINS OF POWER MAGAZINE

The Undersea Mountains was a range deep beneath the Etherian Ocean where the Cosmic Well was located. Mermista had great knowledge of the Undersea Mountains.

## UNDERSEA OPENING



1986 UK MOTU COMIC MAGAZINES

The Undersea Opening was caused by a violent seaquake in Mer-Man's kingdom of the Eternian Sea. When Mer-Man learned from one of his fish servants that the opening led to a tunnel which opened into a pool in the gardens of the Royal Palace of Eternos, he immediately reported this discovery to Skeletor.

Mer-Man used the passage to swim to the Royal Gardens and capture Prince Adam. Meanwhile, Skeletor made plans to send an entire fleet through the tunnel to invade the palace and had his servants construct a submarine for this very purpose. However, once captured, Adam was able to discover Skeletor's plan and managed to make his escape and become He-Man, thereby preventing the invasion. He-Man then dived into the sea and used his sword to seal the hole in the ocean floor, thus preventing the possibility of further such incursions.



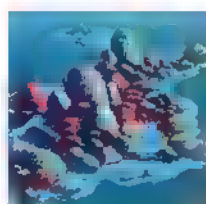
## UNFORTRESS OF THE HIGH MUCK MUCK



**1985** FILMATION POP ANIMATED SERIES

The bizarre Unfortress of the High Muck Muck was a living castle with a façade that took the form of a giant Trollan face, which spoke and guarded the Unfortress. The castle was festooned with towers that resembled cactus plants, and its entrance lay at the end of a pathway leading between the eyes of the enormous face. Within this strange structure sat the High Muck Muck upon a floating throne, located in a room painted with astrological imagery.

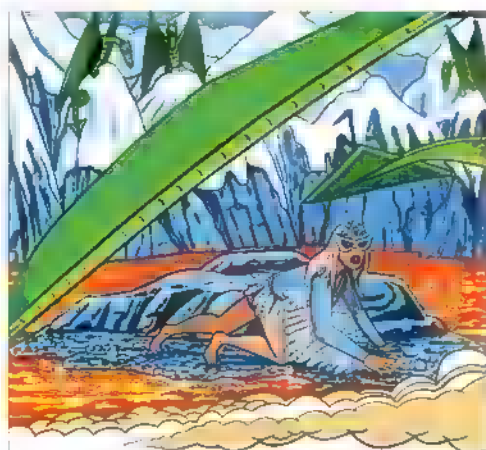
## UNICORN ISLAND



**1985** FILMATION POP ANIMATED SERIES

Located in the Growling Sea, Unicorn Island was home to the Unicorn King and his unicorns. The king distrusted humans and would rather leave Unicorn Island than fight with them. However, She-Ra was able to gain their trust and helped defend the island from Hordak.

## VALE OF CALDOR



**1983** LADYBIRD MOTU BOOKS

The Vale of Caldor was a valley located deep within the Ice Mountains, which lay in the northernmost polar region of Eternia. Within the Vale of Caldor was a small, barren island, situated at the center of a volcanic lake, surrounded by the snow-covered Ice Mountains, with Wyverns perched upon its crags. This place had the foul smell of evil, emanating from its boiling and bubbling lava. The only way in or out was through the caves of the dwarfs of the Ice Mountains.

Skeletor controlled the Wyverns, who one day kidnapped Stratos's wife, Delora, and imprisoned her on the island. He-Man and Man-At-Arms had to enlist the dwarfs to lead them through their caverns to the Vale of Caldor.

## UNITORA

**2008** MOTU CLASSICS

Unitora was a small planet located deep within the Horde Empire of the Eternian Dimension. Its surface appeared metallic, or possibly covered with snow, apart from three large elevated red landmasses.

## UNIVERSE OF DARKNESS

**1984** GERMAN MOTU AUDIO PLAYS

The Universe of Darkness was the counterdimension wherein Anti-Eternia was situated. When Skeletor built the World Transducer, he opened a portal to the Universe of Darkness and Anti-Eternia.

## UNIVERSITY OF KNOWLEDGE VAULTS

**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The vaults of the University of Knowledge were a vast repository of information on Primus. Within their archives, the scientists were able to locate a fragment of the Nordor Crystal.

## VADERIA

**2008** MOTU CLASSICS

Vaderia was a kingdom in the Light Hemisphere of Eternia that sat on the border of the Dark Hemisphere, near the kingdom of Foodar. Geldor, Foodar's evil ruler, sought immortality via the Secret Liquid of Life, and to find it he attacked the surrounding kingdoms and abducted Vaderia's grand vizier, Torgul. This forced Vaderia's heroic leader, Prince Dakon, to seek help from He-Man and the Masters of the Universe.

## VALE OF FROGGS

**1986** UK MOTU COMIC MAGAZINES

The Vale of Froggs was the location of Frogg-Town, home to a peaceful race of frog-like people.

## VALLEY OF BARATHRUM

**2008** MOTU CLASSICS

The Valley of Barathrum was a long ravine filled with jagged peaks, located within the Snake Territory of Preternia after the Truce of the Three Towers. The valley's name would be shared by the volcanic Barathrum region located in the Dark Hemisphere after the Spell of Separation reformed Eternia's geography.

## VALLEY OF ECHOES

**1983** FILMATION MOTU ANIMATED SERIES

The dangerous Valley of Echoes (not to be confused with Echo Valley) was a haunted gulf where



false voices called out to those who ventured inside. The valley would get inside any intruder's head by disguising its false voices as those of someone the intruder knew. The

Valley of Echoes was filled with a thick fog, making comprehension of reality all the more difficult.

## VALLEY OF GNARL

**2008** MOTU CLASSICS

The Valley of Gnarl was a long gully thronged by sporadically forested peaks in the territory of the Free People of Preternia and separated Castle Grayskull from Foe Castle. The valley's name and location suggested that it was submerged beneath the Ocean of Gnarl after Eternia's topography was radically altered by the Spell of Separation.

## VALLEY OF MONSTERS

**1986** UK MOTU COMIC MAGAZINES

The Valley of Monsters was a dangerous area within the Eternian jungle. It was the location of the Jewel of Fire, a fabulous gem that Skeletor believed would give him the power he needed to defeat Grayskull. The jewel was in a cave within the valley inhabited by the Giant Gorgos Spider. Skeletor journeyed there and found the jewel, but He-Man, Sy-Klone, and Moss Man followed him and foiled his scheme.

## VALLEY OF OSGAR



1983 LADYBIRD MOTU BOOKS

The Valley of Osgar was a valley in the Mystic Mountains of Eternia cursed with eternal darkness. Within the blackness of the valley, the evil Shadow People made their home. When Skeletor used the Crystal of Mentalite to send out a fake summons to the Heroic Warriors, the warrior-goddess Teela fell into Skeletor's trap. He-Man learned of Teela's fate and traveled to the Valley of Osgar. During the ensuing battle, Skeletor dropped the crystal, causing a great burst of light that destroyed the overhanging cliffs, thus breaking the curse of darkness. The sunlight shone through and dispatched the Shadow People. Thereafter, the valley became the site of a waterfall that cascaded into a beautiful river.

## VALLEY OF POLTI



1983 FILMATION MOTU ANIMATED SERIES

The insect people of the Polti were once a warlike race in ancient Eternia, but in modern days they were peaceful. They lived in a secluded valley, trusting no one. Their home fortress was a beautiful structure that resembled colorful eggs.

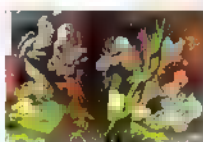
## VALLEY OF POWER (I)

1983 FILMATION MOTU ANIMATED SERIES

Guarded by the Mother Roe, the Valley of Power contained a magical spring which only flowed once every thousand years. The waters were said to give strength and courage to anyone who drank from them.



## VALLEY OF POWER (II)



1984 GERMAN INTERPART-CONDOR MOTU COMICS

The Valley of Power was a region filled with thick jungle and surrounded by high mountains. No animal dared to live within this absolutely silent valley, where not even the wind blew. It long remained an unknown area, as no one who dared to enter it ever escaped its terrible Fright Fog. Eventually, the Masters of the Universe discovered that the Valley of Power was in fact ruled by the Fog Spirit, who was afraid of the forces of evil and thus tried to protect his home by creating fog monsters. After realizing his mistake, the spirit called back his fog, ending the threat of the Valley of Power.

## VALLEY OF ROCKS

1984 UK WORLD MOTU ANNUALS

The Valley of Rocks was the home to the Cornet Warriors. It was a remote location amid an unnamed desert in the Eternian Highlands.

## VALLEY OF SMOKE

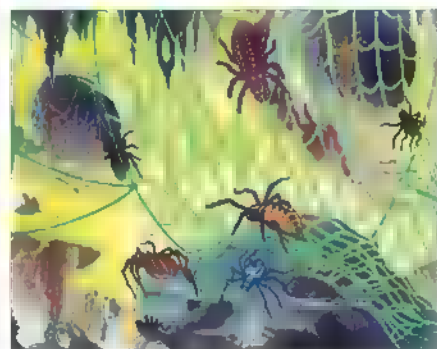


1986 MOTU NEWSPAPER STRIPS

The Valley of Smoke was a plain in the Far Westland of Eternia. The valley was a cracked, barren landscape, carpeted by a haze

of smoke and dotted with volcanic sinkholes and bubbling mud craters.

## VALLEY OF SPIDERS



1985 LADYBIRD POP BOOKS

The Valley of Spiders was a dark, evil gully infested with spiders. This valley was located within the Fright Zone region, where Catra's lair, Cat Tower, stood. Catra planned to capture Flutterina in a web that these spiders had woven.

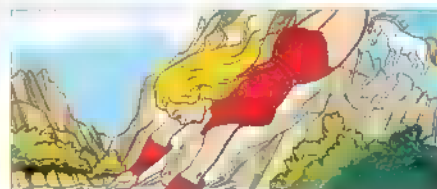
## VALLEY OF THE DESERT



1983 FILMATION MOTU ANIMATED SERIES

The Valley of the Desert was a sparse expanse with no visible structures emerging from its sands. It also served as Negator's base of operations.

## VALLEY OF THE LION PEOPLE

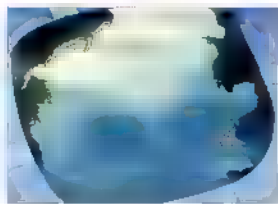


1984 UK WORLD MOTU ANNUALS

The Valley of the Lion People featured the riverside village of the mysterious Lion People. It was a very old location, one that was cloaked in invisibility by the magic of the Gong of Leona.



## VALLEY OF THE LOST



### 1985 FILMATION POP ANIMATED SERIES

The Valley of the Lost was a desolate and remote Etherian landscape from which few had ever returned. Located just beyond the Freezing Mountains, the valley was so remote that Hordak plotted to transport all of the Whispering Woods there, before his plan was foiled by He-Man and She-Ra.

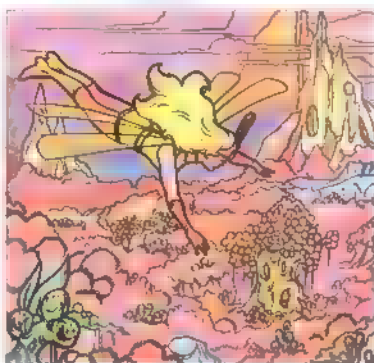
The only known site within the valley was the ancient library of the Valley of the Lost.

### 1985 POP MINICOMICS

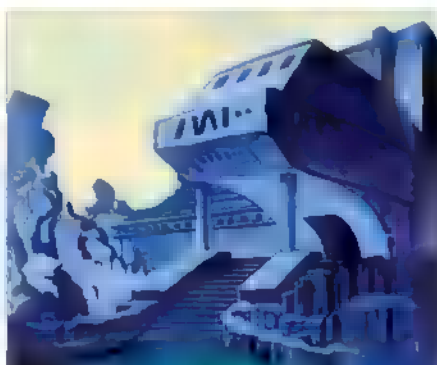
Located on the planet Etheria, the Valley of the Lost was a dark and densely wooded area where Catra's Tree-Plex fair could be found.

### 2008 MOTU CLASSICS

In the Classics continuity, the Valley of the Lost was a vast, sunken landscape on the planet Etheria. Even though the Evil Horde invaded Etheria, it did not expand its territory into or beyond the valley. The region contained forested areas in the north and south, but the central span appeared barren, littered with the skeletons of large beasts. The Valley of the Lost did not appear to be completely uninhabited, however, as an unidentified village could be found among the trees in the valley's northern corner.



## VALLEY OF THE LOST LIBRARY



### 1985 FILMATION POP ANIMATED SERIES

The ancient library situated in the Valley of the Lost contained innumerable books on every conceivable subject and from every imaginable era. The inner library, which had not been visited in centuries, contained the most ancient tomes. The books lay in uncategorized piles, making locating a specific volume a nearly impossible challenge.

## VALLEY OF THE LOST SWAMP

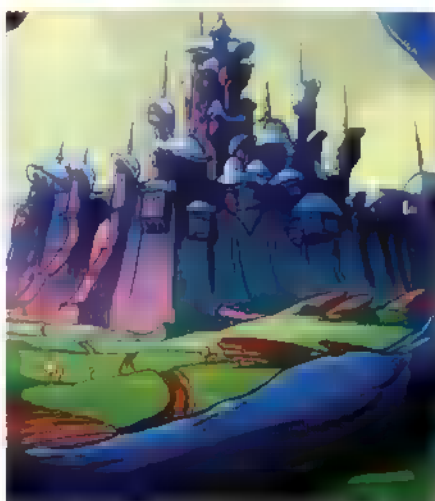


### 1985 FILMATION POP ANIMATED SERIES

The muddy swamp in the Valley of the Lost served as the venue for She-Ra to dump the passengers of the

Horde Monstron before she threw the giant vehicle into the Valley of the Lost's volcano.

## VALLEY VIEW CASTLE



### 1985 FILMATION POP ANIMATED SERIES

Valley View Castle was attacked by the Horde in Hordak's Doom Balloon before She-Ra ultimately defeated him. However, Professor Tempus used his Time Transporter to change the outcome of the battle and rewrote history, ending the Summer Fair celebrating the Horde defeat.

## VAN

### 1986 BRAZILIAN EDITORA ABRIL MOTU COMICS

Van was a distant moon which was once threatened by meteor showers. The dastardly mesmerist Count Kravon hailed from Van.

## VARGO VILLAGE



### 1986 UK MOTU COMIC MAGAZINES

Vargo was one of ten villages that Hordak visited when carrying

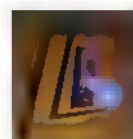
out a scheme to convince He-Man he had turned over a new leaf and was working for the purposes of good. He provided the Vargonians with clothes and food and promised them much more in the future. He-Man and Fisto visited the village of Vargo after hearing reports of the Horde being sighted there, and they were amazed at what the Vargonians told them. However, He-Man's suspicions were proven right when it turned out to be a scheme by Hordak to lure them into a trap.

## VARGON

### 1985 FILMATION POP ANIMATED SERIES

Although unseen, Vargon was a location on Etheria that did not appear to be dominated by the Horde. It was ruled by King Semor, whose son, Prince Arkion, allied himself with the Rebels.

## VASIONIC RESONATOR



### 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Vasionic Resonator was a large, crystalline structure located in the Inner Council chamber on Primus. It channeled the

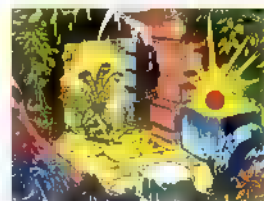
Inner Council's mental energies directly into the shield around Primus. It was constructed from a very unstable material which, if destroyed, would cause a chain reaction that potentially could destroy half the Tri-Solar Galaxy.

## VAULT OF AZRAD

### 1986 UK MOTU COMIC MAGAZINES

The Vault of Azrad was located in the Tropic Zones of Eternia. It was the place where the Elders of

Eternia hid the second Eye of the Serpent after defeating the Snake Men centuries ago. When King Hiss located the Eye in present-day



Eternia, he traveled to the Vault of Azrad with his Snake Men. Although the Heroic Warriors dispatched Rio Blast, Roboto, and Buzz-Off to stop them from obtaining this artifact, the Snake Men defeated the three heroes and retrieved the second Eye from the vault.

## VAULT OF KNOWLEDGE

## 1983 GOLDEN MOTU BOOKS

The Vault of Knowledge was a room within Castle Grayskull where all its secrets and wisdom were stored by the Council of Elders. The only way to unlock this vault was with both halves of the Sword of Power, which served as the key. Skeletor was obsessed with gaining access to this room and acquiring the knowledge hidden within.



TRIVIA: The Vault of Knowledge was the earliest conceptualization in the Golden book continuity of where all the Elders' knowledge was stored. In later volumes the Crystal of Knowledge and the Orb of All Wisdom replaced the concept of the vault.

## VAULT OF SOULS

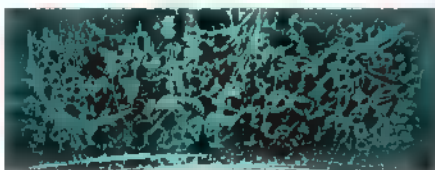


IMAGE COURTESY OF DC COMICS

## 2012 DC MOTU COMICS

The Vault of Souls contained all of the victims Hordak had collected over many centuries. He would feed upon his captive souls and repurpose their bodies as Horde Troopers.

## VAULT OF VARGONIS

## 1986 UK MOTU COMIC MAGAZINES

The Vault of Vargonis was located in the Haunted Hills. It was the only place on Eternia containing seven bells atop tall bell towers. When Skeletor attacked Eternia with the Gomon Gem, He-Man found that only the sound of seven bells ringing at once would destroy the powers of the gem. So he tricked Skeletor into venturing into the Vault of Vargonis,



where he and Teela pounded the ground with their fists, causing vibrations that rang all seven bells and destroyed the Gomon Gem.

## VAULTS OF POWER

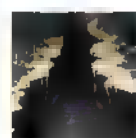


## 1987 GERMAN EHAPA MOTU COMICS

Deep underneath Castle Grayskull, a steel door led to the seven Vaults of Power. Skeletor and his warriors searched these vaults for the Orphyr, the stone of life which held the walls of Castle Grayskull together. The vaults were eventually flooded, securing the Orphyr's safety for good.

## VAULTS OF ZAKTUS

## 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES



The Vaults of Zaktus were located in an underground cavern on Primus. They were created after the Primans blasted a landmass off their planet that contained the Nordor Crystal. Skeletor later sought to locate these vaults after he found that the *Encyclopedia of Evil* was hidden there.

## VEBEX

## 2008 MOTU CLASSICS

Vebex was a planet under the dominion of the Horde Empire inside the Eternian Dimension. This world was home to a race of Rock Men that included the Horde warrior Callix, although they had ties to the Tri-Solar System as well. Vebex appeared to be largely forested and had only one small body of water rather than any oceans.

## VELPINE CITY

## 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES



Velpine City was the mountain fortress of the evil Gleanons, on the planet Necron. It contained both living quarters for the Gleanon people and the military headquarters of General Nifel.

## VERIDAS



## 2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The human village of Veridas was home to a large farming community that grew crops of fruit and vegetables of unnaturally large size and unparalleled taste throughout the year, to feed other villages in the region. The village was elevated and walled on all sides like a fortified medieval city, with a moat surrounding it and guard posts. The crops' size and perpetual ripeness

was made possible by the Crystal of Prasinus, a rare magical stone emitting a greenish glow that sat atop a tower overlooking the village's fields. The crystal was stolen by three giants, whose battles with the Masters of the Universe left much of the village damaged, including its water tower and bridge. Buzz-Off returned the crystal to its tower in the village's center, restoring the farmers' crops and safeguarding their livelihoods.

## 2008 MOTU CLASSICS

The village of Veridas was a settlement near Eternos Palace, in the Light Hemisphere of Eternia.

## 2012 DC MOTU COMICS

After Skeletor's Memory Manipulation Spell was broken, the heroic Masters of the Universe used a remote inn in Veridas to regroup and plan their attack to retake Castle Grayskull from Skeletor and his Evil Warriors.



IMAGE COURTESY OF DC COMICS



## VIAL PALACE

1986 GERMAN POP AUDIO PLAYS

Perfuma lived in Vial Palace, in the center of her flower gardens. Resembling a red dianthus blossom, the palace was almost a hundred meters tall and emitted a pleasant flower smell.

## VILLAGE DAM



1985 FILMATION POP ANIMATED SERIES

An Etherian village that lay next to a dam was the location of a Horde trap, set when Hordesmen blasted a hole in the dam, causing water to leak. With She-Ra occupied in fixing the dam, Shadow Weaver and her Troopers were able to kidnap Swift Wind.

## VILLAGE IN NEEDLE VALLEY

1984 UK WORLD MOTU ANNUALS

A village located in a valley of extremely treacherous peaks known as the Needle Mountains was the home of Signie, Eternia's greatest potions maker. At one time, this village was blocked by a landslide, which became a tremendous obstacle to He-Man and Man-At-Arms, who had traveled to this village seeking Signie's famous elixir, the Potion of a Thousand Herbs.

## VILLAGE OF BLUESTONES



1984 UK WORLD MOTU ANNUALS

Bluestones was a beautiful village located near the Orange Mountains. Home of a wizard named Tub, the whole village was built from sparkling blue stones—hence its name. The settlement was entirely destroyed by the Evil Horde, following the capture of Tub and all of the villagers.

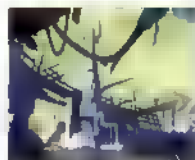
## VILLAGE OF BRIGHT MOON



1985 FILMATION POP ANIMATED SERIES

The village of Bright Moon was one of the few places on Etheria safe from the Horde, as it bordered the Whispering Woods and was ruled from Castle Bright Moon by Queen Angella. The village was home to a general store and a large farming community and provided a royal guard to the castle.

## VILLAGE OF DRYL



1985 FILMATION POP ANIMATED SERIES

The village of Dryl was very much a traditional Etherian village filled with houses and shops. However, with She-Ra and He-Man unable to protect Dryl, Hordak and his Horde Troopers invaded, enslaved its people, and burned the town to the ground.

## VILLAGE OF GAILBRETH



1985 FILMATION POP ANIMATED SERIES

The denizens of the Horde-controlled village of Gailbreth debated joining the Rebellion. When Hordak found out about their scheme, he appointed Shadow Weaver to magically steal their voices.

## VILLAGE OF GAZ

2008 MOTU CLASSICS

The village of Gaz was a small Preternian settlement within the territory of the Free People.

## VILLAGE OF HY-DOE

2008 MOTU CLASSICS

The village of Hy-Doe was a large Preternian settlement in the Horde Territory, located north of the Harmony Desert and to the east of the city of Zalesia. Despite its belonging to the Horde, its location suggested that Hordak allowed it to be submerged beneath the Harmony Sea after he cast the Spell of Separation, which forever altered the landscape of Eternia.

## VILLAGE OF KLANT

1984 UK WORLD MOTU ANNUALS

Located high in the snowy Klant Mountains was a small, ice-cold, snow-covered village where the inhabitants would live to be over two hundred years old. The secret to their long life came from the water they drank from the fountain in the village square. No casual traveler could ever find their way to the village of Klant, because there was only one pathway, which was well hidden within the mountains and known only to the villagers themselves.

## VILLAGE OF KOL



1987 BRAZILIAN EDITORA ADRIAL MOTU COMICS

Kol was a small fishing village on the planet Eternia. Its main feature was a large body of water named Lake Kroly. A series of kidnappings orchestrated by Shezar once took place in the village of Kol.

## VILLAGE OF MAXOR

1984 UK WORLD MOTU ANNUALS

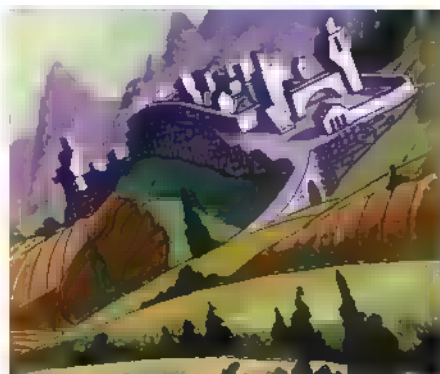
The village of Maxor was a peaceful town on the planet of Eternia which fell into peril when Skeletor kidnapped all the children of all its inhabitants. The children were safely returned to their parents after He-Man rescued them from the vile sorcerer.

## VILLAGE OF ORKAS

2008 MOTU CLASSICS

The village of Orkas was a Preternian settlement located in Horde Territory, close to its border with the territory of the Free People of Eternia and Berserker Castle. The village's name and location suggested it became the origin of Orkas Island in the Harmony Sea after the Spell of Separation changed Eternia's landscape.

## VILLAGE OF PAX



## 1983 FILMATION MOTU ANIMATED SERIES

The village of Pax was a farming community in Eternia. When Space Pirates demanded half the crops from the peaceful village, Prince Adam convinced the villagers to fight back. Using all of their individual talents, the villagers worked together and, with He-Man's help, were able to drive out the pirates.

## VILLAGE OF SKEE

## 1985 MOTU MAGAZINES

The village of Skee was a scenic village in Etheria, famous for its apple trees and seasonal festivals. Adora's friends Tomas and Marta lived there, with their daughter Maia and their baby boy.

## VILLAGE OF THE ROCK PEOPLE



## 1983 MOTU MINICOMICS

The peaceful Rock People lived in a quiet Eternian village, surrounded by beautiful forests and rivers. The village leader was the Heroic Warrior Stonedar. The Rock People's village was also home to the mystical Sun Stone.

## VILLAGE OF VAROS

## 1986 UK MOTU COMIC MAGAZINES

The village of Varos was deserted after its inhabitants fled when a burning jet of gas erupted from the ground, destroying their homes and making the village uninhabitable. Orko was required to put out the flame so the villagers could return and rebuild their homes. This was the final of three tests he was subjected to by the magician Zandini, to prove his worth as a wizard. Orko used a magic spell to divert the river and extinguish the flame, thus passing the test.



## VILLAGE OF ZAK

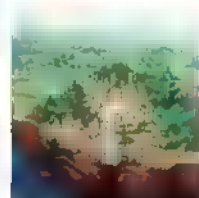
## 1983 FILMATION MOTU ANIMATED SERIES

The small village of Zak was the location where Skeletor and General Tataran enslaved the villagers in order to build a shoddy dimensional gate, intended to lure He-Man into unwittingly participating in an elaborate ruse. In full view of the villagers, He-Man made a mistake and seemingly killed one of their own, a man who in truth was General Tataran in disguise. The angry villagers drove the framed He-Man away, his reputation seemingly ruined.



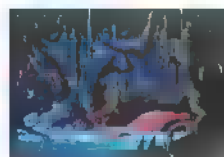
## VILLAGE OF ZAPHOR

## 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES



The village of Zaphor was a small settlement located near the Wilderness of Primus, run by a small council of elders led by Nathan. The villagers were reluctant to join He-Man's rebellion when the Mutants conquered Primus but eventually agreed to help when Terrorclaws attacked their home. To punish their defiance, Skeletor and Flogg used their Mothership's tractor beam to completely destroy Zaphor, leaving only a smoking crater behind.

## VINE JUNGLE



## 1983 FILMATION MOTU ANIMATED SERIES

The Vine Jungle was among the most dangerous places in Eternia, alive with man-eating plants that could snag unsuspecting travelers. Thick undergrowth made it hard to maneuver, and poisonous plants could be deadly to the unwary.

## 1983 GOLDEN MOTU BOOKS

The Vine Jungle was the largest and most well-known jungle on the planet of Eternia, located between the Evergreen Forest and the Mystic Mountains. It was known for being one of the most dangerous areas on the Light Side of Eternia, with many deadly and mysterious creatures lurking within. The jungle also contained a magical plant resembling a Venus flytrap which, if an individual allowed it to swallow them, could instantly transport the person to Etheria. Among the many races of creatures that were known to live in this jungle were the savage Panther Men.

The Vine Jungle was the location of one of the scattered components of the Sunbird.

## 1983 LADYDIRD MOTU BOOKS

In this continuity, the Vine Jungle was also the home of Beast Man and his Beast People.

## 1984 GERMAN MOTU AUDIO PLAYS

The audio plays situated the Vine Jungle right on the northern border of the Mystic Mountains. Still one of Eternia's most hazardous environments, it was portrayed here as being full of

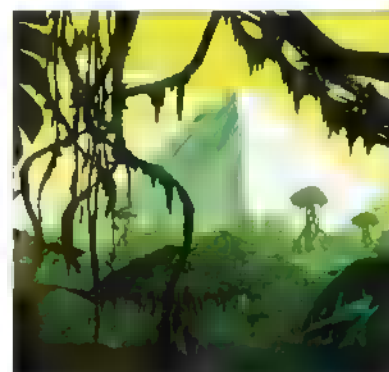


swamps, a region from which no one had ever returned. This version of the Vine Jungle was home to many oversized animals, such as spiders and crocodiles, as well as dwarves and the Mages of the Timeless Ones.

## 2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The Vine Jungle in this animated continuity was a vast area of Eternia's Light Hemisphere, covered in strange and exotic plants, trees, and enormous vines that could bind and trap anything that got too close to them. The Evil Warriors flying in Terrordactyls engaged in an aerial battle over the Vine Jungle with He-Man and the Masters of the Universe in their Battle Hawks, in an effort to delay the heroes' arrival at the Mystic Mountains long enough to allow Skeletor to start a war between the Avionians and the Andreenids. The heroes became caught in the jungle's vines and were threatened by giant plants similar in appearance to Venus flytraps.

Later, Two Bad journeyed over the Vine Jungle in another Terrordactyl to find a pyramid hiding a piece of the Triad of Discidium and had to battle past the giant Mother Dragon. He-Man joined forces with the dragon after Battle Cat was knocked unconscious by a falling tree, in order to





return the artifact to its resting place among the pyramid's ruins, thus saving Eternia from the Spell of Separation's destructive power.

#### 2008 MOTU CLASSICS

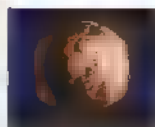
This canon portrayed the Vine Jungle as a thickly wooded region in Eternia's Light Hemisphere, located north of the Evergreen Forest and Castle Grayskull. The Vine Jungle was home to several tribes, including humans and the savage Beast Men, who frequently attacked villages located too close to the jungle. The alien griffins, favored steeds of the Beast Men, also settled in the Vine Jungle because it closely resembled their home planet. One of the native human tribesmen, Oo-Larr, became known as the Jungle He-Man, last guardian of the Sword of He before it passed to Prince Adam, who was destined to unite the sword's two halves and receive the Power of Grayskull.

Lord Choloh, the ruler of the Vine Jungle at one time, staged gladiatorial games for the amusement of himself and his subjects. During one of these games, the evil fighting gorilla Gygor slew the lord's champion, Vykron, and used the victory to force Choloh to abdicate. Gygor then launched attacks against Castle Grayskull, forcing the Sorceress and Oo-Larr to trap him in a state of suspended animation.



#### VIPER TOWER: SEE ETERNIA TOWERS

### VITRIAN



#### 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Vitrian was a planet in the Tri-Solar Galaxy. Part of Vitrian broke away to form a new moon, which was named Alconia-Geppleonia 01.

### VOID (I)



#### 1982 DC MOTU COMICS

The Void was a dimension between worlds, in which the heroes found themselves during their uneasy alliance with Skeletor. This dimension had neither form nor shape, and thus individuals within it merely drifted helplessly through space.

### VOID (II)



#### 2002 MVCREATIONS MOTU COMICS

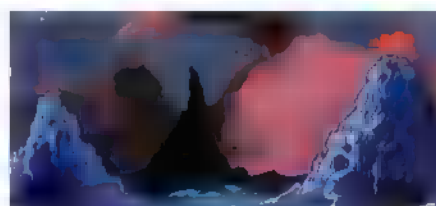
The Void was a deep pit located inside Snake Mountain where the Council of Elders had imprisoned the Snake Men long ago, with the help of Zadak. Traveling deep down into the many caverns within the mountain revealed the chamber that contained the Void, with four snake-faced entrances surrounding a central pit. The Snake Man descendant Kobra Khan later discovered an ancient key, which he used to open the Void and free King Hssss and his Snake Men from their timeless prison.

After a long battle, He-Man and Zadak were able to seal the Void again using the Power Sword and Zadak's staff, with only Rattlor and Khan managing to escape being trapped in the Void. Skeletor never attempted to reopen the Void himself, but later Kobra Khan and Rattlor acquired Zadak's staff and reopened the Void, unleashing King Hssss and the Snake Men upon Eternia once more.

#### 2008 MOTU CLASSICS

In this continuity, the Void was an interdimensional prison that did not exist within the Five Dimensions, where the Mystic Enforcer Zadak and the Council of Elders were able to trap King Hssss and his army of Snake Men. The Void held the Snake Men captive for five thousand years, until one of their own used Zadak's staff to set them free from the Snake Pit under Snake Mountain. The Snake Men did not age inside the Void, but unlike the Horde in Despondos, they troubled no other worlds or peoples while exiled there.

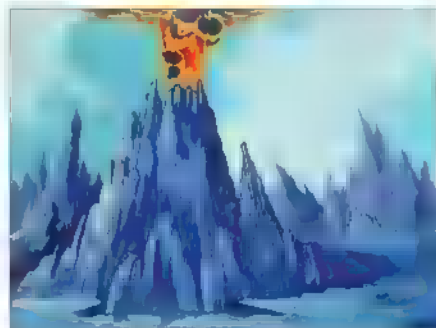
### VOLCANIC PLANET



#### 1983 FILMATION MOTU ANIMATED SERIES

In an unknown dimension was a Volcanic Planet. Covered in many calderas perpetually erupting lava and ash into its atmosphere, this was a truly alien and terrifying world.

### VOLCANO (I)



#### 1983 FILMATION MOTU ANIMATED SERIES

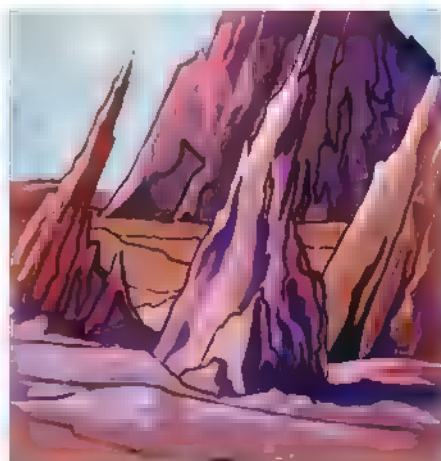
While volcanoes were scattered throughout Eternia, a particular volcano near a popular picnic area caused havoc when it erupted, opening a large chasm and disturbing a Rock Creature.

## VOLCANO (II)

## 1986 GERMAN POP AUDIO PLAYS

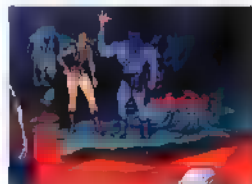
Separated from Adora's realm by the Silver River, a creepy volcano stood on the ground of a dark land, reaching up to the Etherian sky. This was the home of a powerful magus who would send depressing clouds out from the volcano to cover the Crystal Castle. Catra's lair could also be found on the slopes of this volcano.

## VOLCANO CAVE



## 1983 FILMATION MOTU ANIMATED SERIES

Volcano Cave was a foreboding cavern with magma rivers running through it. The temperatures of these volcanic streams were so intense that this cave was the only location on Eternia in which the mineral Coridite could be forged.



## VOLCANO OF THE ENDLESS DEPTH

## 1984 GERMAN MOTU AUDIO PLAYS

Located near Snake Mountain, the large Volcano of the Endless Depth was the site into which He-Man threw the Tablet of the Lost Mages, casting the artifact into its lava. Skeletor fell into the volcano during the ensuing battle but was saved from a death in the fiery pit by Hordak.

## VOLCANOES OF COND

## 1984 UK WORLD MOTU ANNUALS

The Volcanoes of Cond was the secret place where the wizard Mityu hid his many treasures. The actual location of the volcanoes on Eternia was unknown.

## VOLTUR

## 1986 BRAZILIAN EDITORA ADRIL MOTU COMICS

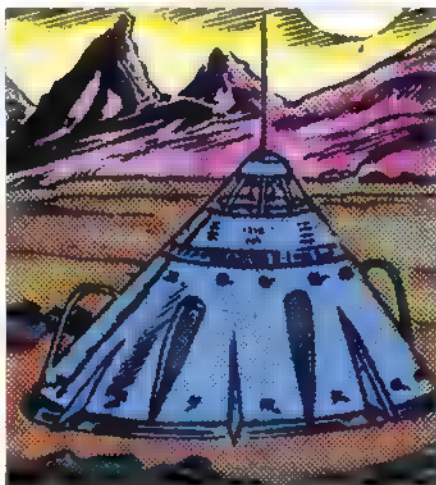
Voltur was a planet ruled by the heroic robot Princess Kirma. For many years, Voltur was at war with the evil Drundagar and his band of pirates.

## WALL OF REMEMBRANCE

## 2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The Wall of Remembrance was a huge slab of green stone beside the base of a cliff near the Eternian village of Pelleezea, carved with bas-reliefs recording the great moments of the Pelleezeans' history. An image of the Sorceress standing with a staff held high was carved into the top of the stone, commemorating her defense of the Pelleezeans from an attack by the warlord Prahvus seventeen years ago. The Pelleezean Elder used this image in an attempt to convince Teela that she was the young woman who defended them long ago, mistaking her for her mother.

## WAR STAR



## 1986 MARVEL STAR MOTU COMICS

The Evil Horde's ultimate mobile fortress, War Star could teleport to different locations very quickly, although doing so drained its power cells dramatically. The large, conical fortress could house legions of Horde soldiers, and at full strength it was a force to be reckoned with.

## WARANIA

## 1984 GERMAN MOTU AUDIO PLAYS

The Dragonsland of Warania was said to be the most mysterious region of Eternia. A habitat for dragons, it was naturally very dangerous. Whiplash originally hailed from Warania and claimed that the land belonged to him.

## WAR-LEE



## 1986 UK MOTU COMIC MAGAZINES

War-Lee was a small village menaced by Hordak when he attempted to use his Sun-Caller machine to destroy Eternia by focusing the sun's rays through a magnifying glass stationed in space directly above the settlement. Hordak issued a demand to the inhabitants of War-Lee, threatening to destroy them all with his evil machine unless He-Man surrendered and became his slave.

He-Man refused to surrender and instead mobilized the villagers, arming them with mirrors. When the flare from Hordak's machine streamed down, the denizens of War-Lee all raised their mirrors, reflecting back the heat to warp the magnifying lens. This allowed Rokkon and Stonedar to destroy the Sun-Caller and save the village.

## WARLORD'S CASTLE

## 1983 LADYBIRD MOTU BOOKS

Warlord's Castle was an ancient castle from Eternia's past, ruled by an evil tyrant known as the Warlord. A large and fortified edifice, it contained an arena for sports. The fortress did not exist in present-day Eternia.



## WASPS ROCK

## 1984 GERMAN MOTU AUDIO PLAYS

Located among the Mystic Mountains, Wasps Rock was the home of the Eternian wasps. It was also the residence of Buzz-Off, whose domed castle was built on top of it. High and remote, the large Wasps Rock could only be reached by those who could fly or had aerial conveyances.



## WASTELANDS

1983 FILMATION MOTU ANIMATED SERIES

*"In barren places, find ye hope. Where no water springs, no plant grows, no wind blows, find all you need."*

This was the riddle young Teela Na was told to guide her in finding Castle Grayskull. The Wastelands, although a desolate and forbidding region, proved to be the salvation of Teela Na and her village of Nowella.

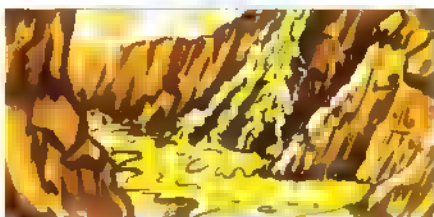
## WATER PURIFICATION PLANT

1983 FILMATION MOTU ANIMATED SERIES

The Royal Palace's Water Purification Plant was to be the site of all water treatment for Eternos. Seen while still under construction, it featured all manner of giant pipes, gears, and other machinery that would purify water for the kingdom.



## WATERFALL OF FIRE



1984 UK WORLD MOTU ANNUALS

Not a true waterfall at all, the Waterfall of Fire was an imposing location where the lava from Eternia's largest volcano poured over a cliff into a chasm below, forming a bubbling pool of molten rock.

## WEATHER STATION



1983 FILMATION MOTU ANIMATED SERIES

Located at the Eternian North Pole, the Weather Station of the Royal Guard was protected by a force barrier, to keep out intruders such as Icer and the Ice Trolls.

## WEIRD WOODS

1986 UK MOTU COMIC MAGAZINES

On their way to invade Eternos, Skeletor passed through the Weird Woods with Two Bad and his new weapon, the Crawl Bomb. Moss Man happened to be in the Weird Woods visiting friends when he spied Skeletor from the undergrowth and reported the villain's scheme to He-Man and the Masters.

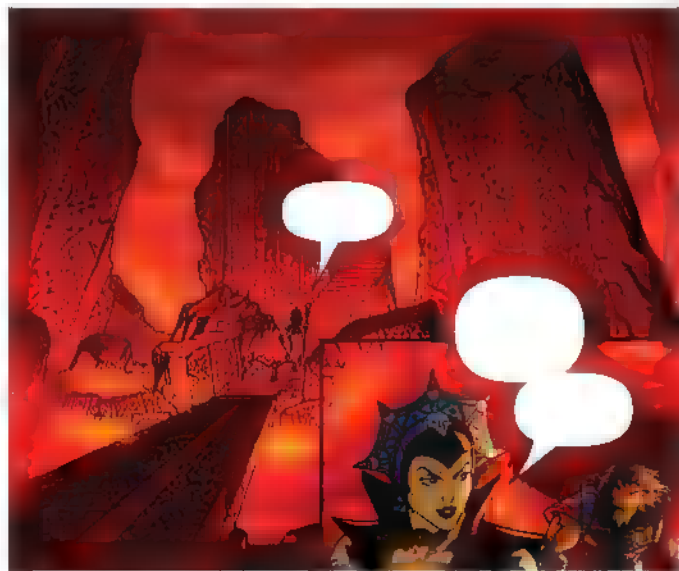
The Weird Woods were also the site of Rio Blast's crash landing on Eternia. He-Man and Sy-Klone arrived there to investigate a fallen meteor, only to find Rio Blast, the last of the Starband Marshals. Rio had piloted there on a fragment of the meteor that destroyed his own world. The marshal joined the Heroic Warriors after meeting these two heroes.

## WEIRDLANDS

1986 UK MOTU COMIC MAGAZINES

The Weirdlands was a dangerous region of Eternia that was the site of Man-At-Arms and Roboto's battle against Dragstor and the Fright Fighter. Landmarks of the Weirdlands included the Haunted Stream and the Mountains of Fear.

## WELL OF DARKNESS



2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The Well of Darkness was an ancient structure of rune-carved standing stones built over a pool of lava, with a column at its center that contained a triangular aperture which awaited the return of a corresponding artifact. In Eternia's distant past this powerful location was the site of the momentous event which created the Dark Hemisphere. Hordak's evil sorcerers used the artifact in question, the Triad of Discidium, to invoke the Spell of Separation, blighting one half of the planet and robbing it of light. The unaffected half, known thereafter as the Light Hemisphere, bordered its shadowy twin along a meridian, meeting at the Well of Darkness.

Many years later, the bounty hunters Tuvor and Baddhra returned the pieces of the Triad to the well and invoked the Spell of Separation once again, forcing He-Man to deliver the artifacts to their hiding places across the globe, to prevent the powerful spell from tearing the planet asunder. Evil-Lyn also made use of the well's power, enlisting Count Marzo's aid to create a magical gateway in an attempt to release Hordak from his long exile in the Dimension of Despondos. Before Evil-Lyn could complete the task, however, He-Man destroyed the Well of Darkness, thus saving Eternia from disaster once again.

2002 MVCREATIONS MOTU COMICS

The comics placed the Well of Darkness near the River of Fire, in the Dark Hemisphere. The well's powers required a magical object to be activated, or the magic of at least two spell casters, such as Evil-Lyn and Count Marzo. Once active, the effect of the well could be disrupted by the destruction of the surrounding pillars, or if the initiating spell was interrupted by an outside force.

2012 DC MOTU COMICS

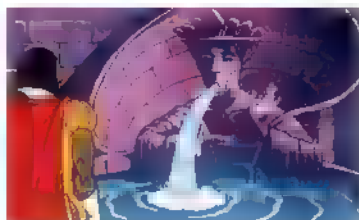
The Well of Darkness was a lone, eerie structure situated at the line between the Light and Dark Hemispheres, on the opposite side of the planet from Mount Zoar.

The well was surrounded by standing stones and a pool of lava from an active volcano. In this continuity, the bottom of the well contained a pathway between Eternia and Etheria, in the Dark Dimension of Despondos, tethering the two worlds together.



IMAGE COURTESY OF DC COMICS

## WELL OF FORGETFULNESS



**1983 FILMATION MOTU ANIMATED SERIES**

Within Count Marzo's fortress was the Well of Forgetfulness, whose waters fed a decorative fountain. These waters had the property of causing anyone that touched or consumed them to forget their past and even who

they were. Marzo used his magic to create a gun which used vapors from the well as a weapon against his enemies.

## WELL OF THE FORGOTTEN

**1986 UK MOTU COMIC MAGAZINES**

The Well of the Forgotten was the location of the Carpet of Chaos, an enchanted artifact coveted by Skeletor. Attempting to prevent its acquisition, Moss Man used the Battle Ram to smash down the wall protecting the well. Upon descending into the well, it was discovered that Skeletor had arrived there first, but fortunately Orko was able to defeat the villain in a magical duel.

## WESTERN HILLS

**1984 UK WORLD MOTU ANNUALS**

It was rumored that the Western Hills of Eternia were home to evil witches, who would prey upon any unwary traveler passing through their territory. Skeletor and Evil-Lyn conspired to make the rumor come true, concocting a plan to summon an illusion of these witches with a combination of their magical powers. Unfortunately for them, He-Man and the Heroic Warriors came along and fouled up their scheme.

## WESTERN OCEAN

**1984 UK WORLD MOTU ANNUALS**

Due west from the kingdom of Eternia lay the mighty Western Ocean.

## WEST-STAR



**1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES**

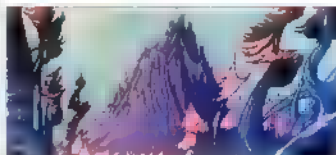
The West-Star was a traveling space rodeo show owned by the eponymous Buck West-Star. It took place aboard an enormous entertainment spacecraft, which allowed the show to travel between worlds.

## WHISPERING DESERT

**1986 GERMAN POP AUDIO PLAYS**

There was no location in Etheria more inhospitable than the Whispering Desert located in Etheria's West. The desert's winds were perpetually blowing up sharp grains of sand, while its surface was riddled with treacherous pits of quicksand.

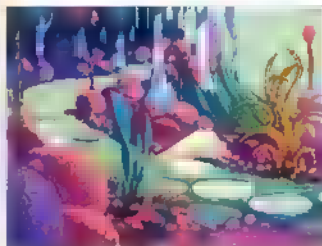
## WHISPERING VALLEY



**1983 FILMATION MOTU ANIMATED SERIES**

Home to the Fairy Folk, the Whispering Valley lay within the Mystic Mountains and was home to the last unicorn on Eternia.

## WHISPERING WOODS



**1985 FILMATION POP ANIMATED SERIES**

The Whispering Woods was a vast, colorful, and magical Etherian forest whose borders stretched nearly to the edge of the Fright Zone. It was the location of the Great Rebellion's camp, and the very foliage would move to block entry by evil individuals.

The Whispering Woods was also home to a variety of magical animals and other creatures, including the Twiggets.



**1985 POP MINICOMICS**

The later minicomics incorporated the Whispering Woods from the Filmation animated series but did not clearly elaborate upon its magical properties. They did, however, depict a mysterious cave within the woods full of crystalline structures. Light Hope could sometimes be found in this cave when he left Crystal Castle.

**1985 GOLDEN POP BOOKS**

The Golden books established that the Whispering Woods bordered the kingdom of Bright Moon to the south.

## WHITE CITY OF MENOD

**1984 UK WORLD MOTU ANNUALS**

A great Eternian metropolis, the White City of Menod was located within the Valley of Menod, like a precious pearl within an oyster. The White City was reputed to be one of the most beautiful cities in Eternia, and its citizens were said to be the most hospitable. The city was ruled from the Palace of Menod by King Conbar.

At one time, Skeletor manipulated the king into declaring war against the kingdom of Eternia. The villain achieved this by claiming to have uncovered battle plans drawn up by Man-At-Arms, thus tricking Conbar into believing that Eternia was planning treachery against his city. He-Man and Teela discovered that these plans of attack against the White City had been forged by the great Eternian artist Ahktar under duress after he had been kidnapped by Beast Man. When the heroes rescued Ahktar, the truth was revealed to King Conbar.



## WHITE HOLE

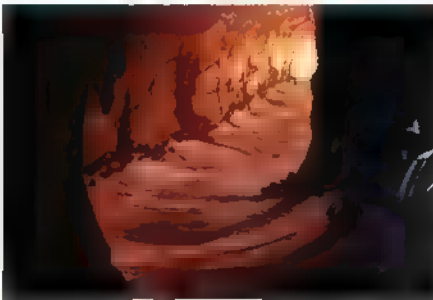


**1983** FILMATION MOTU ANIMATED SERIES

Capable of great power, the White Hole was a phenomenon akin to a black hole, though not as dense. The dimension within the White

Hole was almost indescribable, defying both science and logic. The strange interior possessed neither beginning nor end, with pathways and perspectives that perpetually contradicted each other, and was filled with strange floating objects that, although posing no threat, seemed nonsensical. Dimensional gateways to other worlds would appear as whirlwinds in the sky. The White Hole was so powerful that one such gateway sucked Castle Grayskull into its very core.

## WIDGET MINES



**1983** FILMATION MOTU ANIMATED SERIES

Located within the Widgets' Fortress was an entrance that led deep down into the dimly lit Widget Mines,

which contained many thousands of precious jewels. However, these mines also contained Coridite, a mineral with the potential to unlock great power. Whenever deposits of the valuable and dangerous Coridite were found, they were stored behind a locked door.

## WIDGET WOODS



**1983** FILMATION MOTU ANIMATED SERIES

The Widget Woods were located somewhere within the Evergreen Forest, possibly on the outskirts, judging by the lack of twisted trees nearby. These woods were home to the Widgets' Fortress, which contained the Widget Mines.

## WIDGETS' FORTRESS



**1983** FILMATION MOTU ANIMATED SERIES

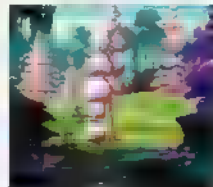
The Widgets' Fortress was a relatively straightforward construction with turrets and ramparts from which the Widgets could

repel any invading forces. The Widgets themselves lived in little buildings scattered around the fortress, while access to the crucial Widget Mines was located on the far side of the fortress. The Signal Flare mounted on top of the ramparts could be used to alert He-Man when he was needed.

## WILDERNESS

**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Wilderness was a large woodland area of Primus where He-Man and Mara fled, to hide from Skeletor and the Mutants when they took control of the planet. It became the heroes' main base of operations, from which they launched strikes against the occupying Mutant forces.



## WINDS OF TIME



**1986** UK MOTU COMIC MAGAZINES

The Winds of Time blew through Chronos Canyon. A long time ago, a doctor (who was also a time traveler) passed through Chronos Canyon in his Time Box. His name was Hart-Nell, and because of the magic embedded in the stones of Eternia, this created an ever-blowing time wind within the canyon.

The Winds of Time could be used to catapult anyone who jumped into them into either the past or the future. Skeletor used the Winds of Time to travel to Eternia's prehistory, together with King Hiss, intent on changing the course of history and preventing the Elders' victory over the Snake Men.

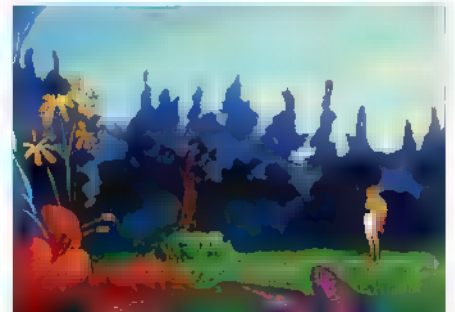
## WITCH-TOWER



**1984** GERMAN MOTU AUDIO PLAYS

Located inside the Land of the Gray Ones, the Witch-Tower was a ten-meter-tall structure built by Skeletor and the Gray Ones, hiding the skull of a giant within its walls. The Witch-Tower had the effect of subduing Orko's magic powers, most importantly, those of Castle Grayskull itself, thus rendering powerless in turn both the Sorceress and the Power Sword. Prince Adam used a catapult to hurl Stonedar and Rokkon against the tower's walls, destroying it. As the giant skull within it was crushed, Orko's magic was restored, as well as that of all those drawing upon the Power of Grayskull.

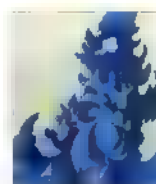
## WIZARD'S DIMENSION



**1985** FILMATION POP ANIMATED SERIES

Within an old tree, an ancient wizard created his own dimension, a world within the world, so as to hide himself. The wizard hated visitors and created many magical barriers to repel them, leaving him alone in this dimension of his own making, which was beautiful but lonely.

## WOEFUL MOUNTAIN



**1985** FILMATION POP ANIMATED SERIES

Atop the jagged edges and steep face of Woeful Mountain lay the cave dwelling of the wizard Noah, Hordak's former mentor.

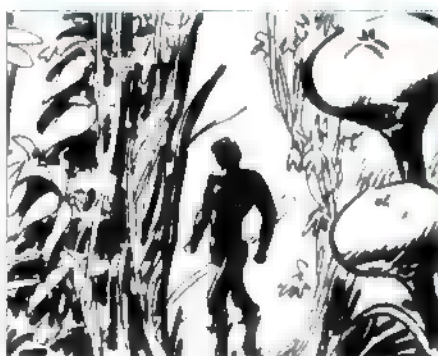
## WOLK'S HOME



**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

On the planet Necron, a large Myte named Wolk made his home in a small hut surrounded by a large forest.

## WONDERLAND



**1986** MOTU NEWSPAPER STRIPS

Wonderland was a fictional domain created by Lewis Carroll, author of the children's novels *Alice's Adventures in Wonderland* and *Through the Looking-Glass, and What Alice Found There*. Queen Marlena brought a copy of the first book, among several others, with her when she left Earth.

Due to a wicked spell cast by Skeletor, He-Man was transported into his mother's book and traveled to Wonderland. He-Man encountered many of Wonderland's mad inhabitants and fantastical monsters on an adventure of his own.

## WORLD OAK



**1984** GERMAN INTERPART-CONDOR MOTU COMICS

Growing in between all dimensions, the World Oak was the tree of life, carrying entire worlds like fruit on its protective branches. The World Oak emerged on Eternia in the vicinity of Castle Grayskull and

grew by draining local peaceful energies, leaving vehicles powerless while energy weapons remained functional. Within the gigantic tree, the Masters of the Universe discovered that Skeletor had turned the sentient World Oak into a tree of destruction. After He-Man defeated Skeletor, the World Oak was free once again and reverted to its well-meaning nature.

## WUGLY WARRENS



**1986** UK POP COMIC MAGAZINES

Located deep beneath the Northern Mountains in the Kingdom of Snows, the Wugly Warrens were home to the Wuglies, a peaceful race of troll-like creatures ruled by King Rark. The Wuglies were untroubled by the surface world until the Evil Horde set up mining operations in the lower warrens, digging for the only known Etherian deposits of Celestium, a mineral required by Hordak for his experiments. By damming an underground river, the Horde created a lake that flooded the great cavern, destroying the Wuglies' homes. When the snow above melted in the spring, the water would have nowhere to flow and would flood all the warrens, drowning the entire Wugly race.

When She-Ra stumbled upon the Wugly Warrens by accident, she discovered the Horde threat to the Wuglies' homes. With the aid of Frosta, She-Ra destroyed the mining operation and sent the Hordesmen fleeing before diverting the river back to its natural course and blocking the mine to prevent anyone from using it as an entrance to the Wugly kingdom again. Upon returning to the surface, Frosta used her ice powers to seal the breach into the warrens so that the Wuglies could be left undisturbed and in peace once more.

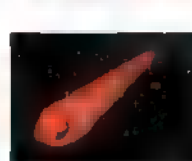
## XARKORAN



**1987** BRAZILIAN EDITORA ABRIL MOTU COMICS

A large city in Eternia, Xarkoran was legendary for the beautiful tapestries, carpets, and utensils crafted by the nomads who peddled their wares in the local bazaar. Perched high atop Xarkoran's buildings, living gargoyles silently gazed down upon the bustling city. Many of the inhabitants and gargoyles alike were once enslaved by the evil giantess Gorgone, who used a device known as the Solar Amplifier to bend them to her will.

## XENON'S COMET



**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Passing through the Tri-Solar System, Xenon's Comet was a celestial

body that Skeletor attempted to attract toward the Gaolotia prison station, hoping to thus destroy both He-Man and Flogg.

## XYGON

**1987** GERMAN EHAPA MOTU COMICS

Xygon, known as the Planet of the Extinct Ones, was the home world of the Xyks. The Xyks attempted to repopulate Xygon with beings abducted from other worlds.



## YOLT'S HOUSE



**1990** NEW ADVENTURES OF HE-MAN  
ANIMATED SERIES

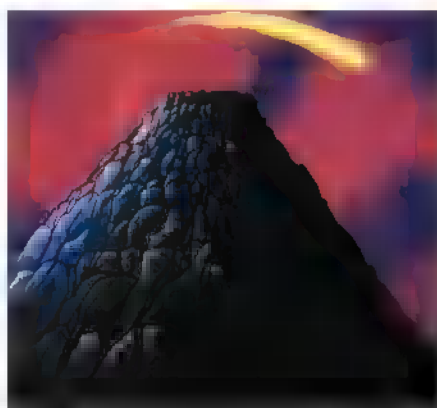
Yolt lived a solitary life in a small hovel on the planet Crelus. His home was the site of the Atomic Forge.

## ZAFFER

**2008** MOTU CLASSICS

Zaffer was one of the smaller planets located deep within the Horde Empire, in the Eternian Dimension. The swirly surface of Zaffer suggested a perpetually severe weather pattern or perhaps highly industrialized conurbations, similar to those of the sovereign planet of Horde World.

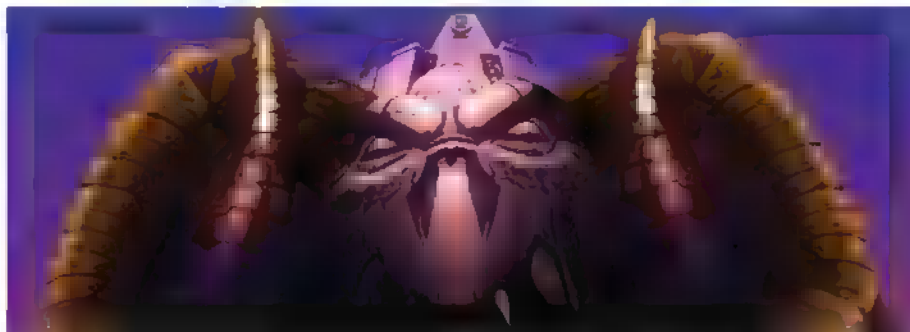
## ZAGRAZ MOUNTAIN



**1983** FILMATION MOTU ANIMATED SERIES

Zagraz Mountain was an impressive structure whose visitors were greeted by a large entrance upon which ancient writings were carved. Zagraz himself had to remain upon the mountain at all times, as the comets often seen flying around its highest peak would veer off wildly in his absence, causing great destruction.

## ZALEZIA



Ruins of Zalesia

**2002** MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The city of Zalesia, surrounded by lush forests and tall mountains protecting it on two sides, flourished in Eternia's ancient past. The city was bordered with round buildings and a large stone wall, and

in its center stood high structures that towered over the valley, decorated with enormous horned skulls. Deep in the woods near the city one could locate the Great Oracle and ask it for guidance.

Many years after the Spell of Separation was invoked by Hordak to rob half of the planet of its light, the city lay in ruin. Its forests and waters were gone, buried under the Sands of Fire, with only a single structure left standing. Entering the city's ruins required the magic incantation "Tarrock vilantra!" and the use of a mystical jewel to see a special symbol concealed on the building's doorway, which caused the building to rise from the desert sand atop one of the city's giant ram-like skulls. Beyond the doorway lay a staircase leading to the Temple of the Ram Stone, containing an artifact of great power guarded by Evil-Lyn's father, the Faceless One. Unknown forces imprisoned the guardian within these temple's walls, which were entered twice for the purpose of stealing the Ram Stone: once by Evil-Lyn, and later by Count Marzo, after the Faceless One's daughter returned the talisman to him in secret.

**2002** MVMCREATIONS MOTU COMICS

In this comic iteration it was revealed that Zalesia was devastated in ancient times by an attack from the Snake Men deity Serpos, and since then had slowly decayed. While referred to in the animated continuity as a city, this comic version described Zalesia as a kingdom, suggesting a more expansive domain. The Faceless One resided in the ruins and kept a collection of books and personal treasures within his chambers, on the lower levels of the city. Sand Worms lived underground in the vicinity of Zalesia. Also located nearby were the remnants of the Great Oracle's Temple.

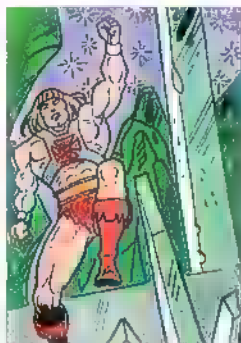
**2008** MOTU CLASSICS

Zalesia was reimagined with a different backstory in the Classics continuity as a large city located in the Horde Territory of Preternia. Zalesia had been a civilization ruled by the sorcerer-king Nikolas Powers, a member of King Grayskull's Council of Elders and a guardian of Zalesia's powerful magical artifacts, such as the Ram Stone and the Havoc Staff. Despite his best intentions, Nikolas broke the Truce of the Three Towers that had temporarily halted the Great Wars when he fathered his daughter Evil-Lyn. As a punishment for this transgression, Nikolas was transformed into a faceless phantom and forced to watch helplessly as the serpent deity Serpos destroyed his city before being belatedly defeated by the Elders.

After the Spell of Separation changed Eternia's landscape forever, the ruins of the once-proud Zalesia were consigned to the Dark Hemisphere, located south of Snake Mountain. Thousands of years later Nikolas still lived in the ruins as the Faceless One, continuing to guard the relics of power and raising Evil-Lyn alone among the Zalesian ruins, having made a bargain with the magician He-Ro to save the child by transporting her to him in the future.

Later still, the Havoc Staff would no longer reside in Zalesia's ruins after the Faceless One freely gave it to the ambitious alchemist and exiled prince Keldor, who had come to steal it at Hordak's command, after the former sorcerer-king had a vision that Keldor's offspring would share his guardian bloodline.

## ZAL-KRON



**1986** BRAZILIAN EDITORA ABRIL MOTU COMICS

Located in another dimension, Zal-Kron was a planet inhabited by beings made of living crystal. Their leader was the barbarian Queen Zal, Sovereign of Light.

## ZHAR

**1986** BRAZILIAN EDITORA ABRIL MOTU COMICS

Zhar was the homeland of an ancient civilization that once existed in a remote, forested region of Eternia. The only evidence of Zhar's existence in the modern day was the ancient, lost Temple of Oak the Jackal God, which was guarded by a powerful wizard who described himself as the final priest of Oak.

## ZHUR



**1988** BRAZILIAN EDITORA ABRIL POP COMICS

The mysterious and magical island of Zhur was the ancient home of Etheria's Great Mage. While the mage no longer seemed to reside on the mystical is-

land, the powerful Dark Pearl could still be found there. Hordak and Shadow Weaver stole the Dark Pearl from Zhur, but after the pearl was safely recovered by She-Ra, Zhur sank back into the ocean.

## ZIL



**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Supposedly no life could exist on the planet Zil, due to the confluence of massive tornadoes dominating the landscape. In reality, however, the tornadoes were actually a security system created by the secret inhabitants of Zil as a means of protection.

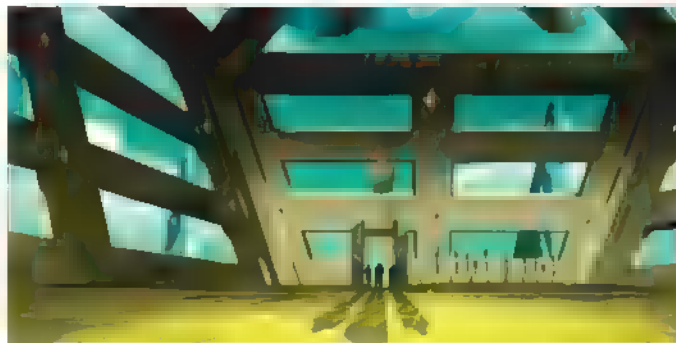
## ZOAR'S NEST



**1983** FILMATION MOTU ANIMATED SERIES

Positioned on a prominent ledge of a beautiful purple-hued mountain, Zoar's Nest was where the infant Teela was raised and protected. Man-At-Arms athletically scaled the mountain as a younger man, only to discover the astonishing sight of a human baby nestled in a cradle of twigs.

## ZODAK'S LAIR



**2002** MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The mystic Zodak was often found meditating in his retreat, located atop a high peak nestled among the Mystic Mountains. Resembling a martial arts dojo, his lair was decorated with a serene bonsai tree that contrasted with the many exotic weapons that lined its walls, which bore glyphs reminiscent of those on his armor. One of the windows could be opened to allow Zodak to quickly depart on a flying chair he could summon at will, while another doubled as a screen to display images from the Orb of the Elders when Zodak called for a vision of the future.

On one occasion, Zodak was attacked in this sanctuary by Evil-Lyn, Kobra Khan, and General Rattlor, who broke in through a window in search of his battle staff, which they intended to steal for the fulfillment of a nefarious plan.

**2002** MVMCREATIONS MOTU COMICS

In this comic retelling of the same story, Zodak's Lair was located in the remote snowy mountains of the Light Hemisphere and featured large carved details on the ceiling of the simple wooden room. In this version, Evil-Lyn employed a magical barrier to enable herself, Kobra Khan, and General Rattlor to make a stealthy entrance, but they were nevertheless detected by Zodak while they were hiding near the ceiling.



**2008** MOTU CLASSICS

After the Great Wars, Zodak, the Mystic Enforcer, settled on his mountain retreat in the Mystic Mountains, in search of peace through meditation. After thousands of years, he was disturbed from this pursuit by Kobra Khan, a descendant of his Snake Men enemies, and Evil Lyn. The villains infiltrated Zodak's home and stole his cosmic staff, in order to release King Hssss and the Snake Men from their timeless prison under Snake Mountain.

## ZOT

**1987** POWER TOUR

Zot was a location on Eternia from which the famed Monkey Men hailed.



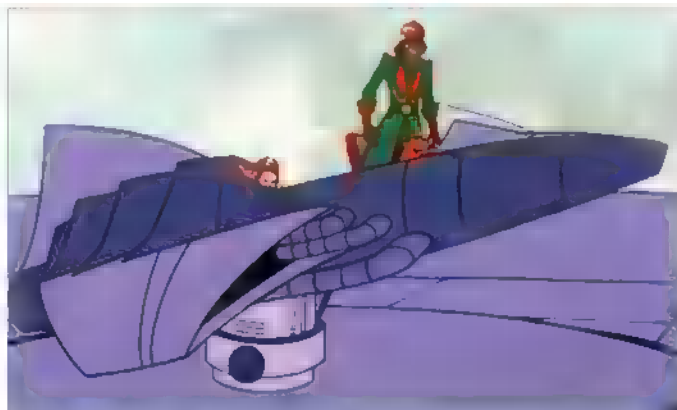
# CHAPTER 4

VEHICLES & TRANSPORTATION





## ADMIRAL SCURVY'S ESCAPE ROCKET

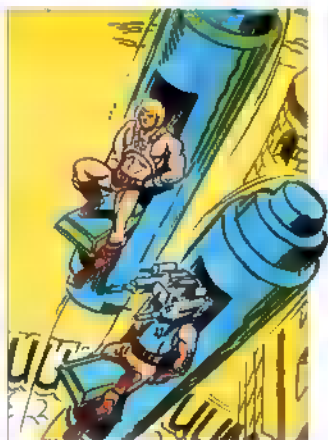


Evil Horde

**1985** FILMATION POP ANIMATED SERIES

A four-passenger flying vehicle, the Escape Rocket was used by Admiral Scurvy to attempt to deliver She-Ra to Hordak before the Sea Hawk stopped him.

## AERO-SHOOTER



Heroic Warriors

Hyperspeed

**1986** UK MOTU COMIC MAGAZINES

The Aero-Shooters were efficient single-person flying vehicles which the Heroic Warriors kept for use in an emergency. By leaping onto them, the pilot would be propelled through the air even faster than on the Jet Sleds, and a flick of the descent switch would activate a parachute.

## AIR CAR

**1983** FILMATION MOTU ANIMATED SERIES

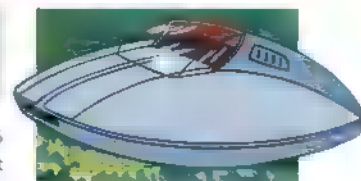
The Air Car was a disk-shaped ship that could travel at incredible speeds with no visible means of propulsion. When the ship traveled through the skies, it was bathed in an iridescent glow.

## AIR CART

Evil Warriors

**1983** FILMATION MOTU ANIMATED SERIES

A flying vehicle used by Skeletor and Beast Man to transport dragon eggs, the Air Cart had a large, open back for transporting objects.



## AIRSHIP

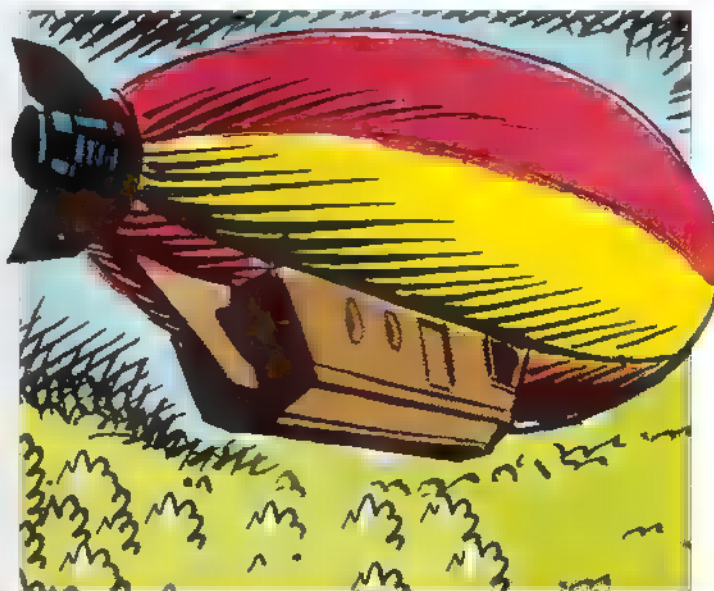
Reptile Men pirates

**1983** GOLDEN MOTU BOOKS

The Airship was the flying transport of a group of Reptile Men pirates in league with Mer-Man. With their ship, they transported Mer-Man to one of the four pieces of the Sunbird. They captured the heroic Teela but failed to keep her captive on-board their ship.



## AIR-SHIP



Evil Warriors

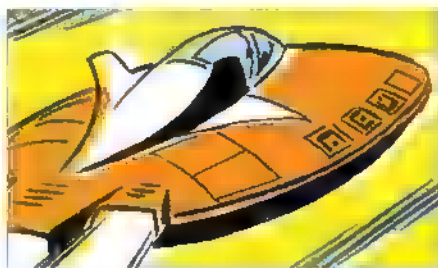
**1986** UK MOTU COMIC MAGAZINES

The blimp-like Air-Ship was used by Jitsu and Spikor in their invasion of the village of New Burrow. The vessel was very slow and basic, but it was the only vehicle quiet enough to enable the villains to sneak into the village unnoticed. He-Man later punctured the Air-Ship by hurling Spikor at it, causing it to burst after getting punctured by his sharp spikes.

## ALIEN CRAFT

1986 UK MOTU COMIC MAGAZINES

This unnamed craft came from a distant world and was piloted by the robot Clartu, a servant of Karn the Conqueror. The craft was a scout ship, one of more than a thousand such ships that Karn sent to different planets across the universe. The ship was equipped with puzzles to be solved by whoever found it. The puzzles were designed to test the intelligence, teamwork skills, logic, imagination, and courage of a planet's inhabitants. If the inhabitants passed the tests, they were considered too powerful for Karn to risk invading their planet.



Camouflage

1986 UK MOTU COMIC MAGAZINES

This advanced spacecraft was piloted by two aliens with the intention of pitting He-Man against Skeletor in a race. The outcome would resolve the war affecting the aliens' home world. The ship was fitted with a Chameleon Circuit that camouflaged the ship once it landed, preventing its detection.

## ALIENS' SHIP



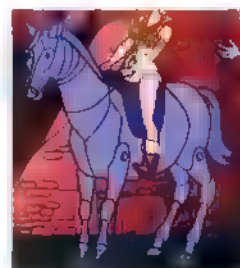
## ANDROID HORSE

Strider

Heroic Warriors

1983 FILMATION MOTU ANIMATED SERIES

Designed and built by Man-At-Arms, the android horses possessed the characteristics and mannerisms of actual horses. However, the android horses would never grow tired and could be used to traverse great distances. Much later, one of the android horses was given the name Strider. Strider, as with all of the android horses, appeared to be a precursor to Stridor.



## ANNIHILATOR



Intergalactic Space Cruiser

Laser cannons

Evil Horde

Blast power



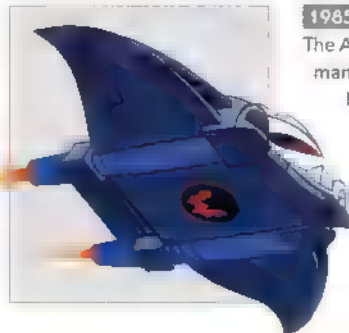
1983 LADYBIRD MOTU BOOKS

In the Ladybird books, the Annihilator was big enough to store several Batmex fighters and Horde Scout Ships in its cargo hold. It was also armed with two laser cannons, a strong cable and a powerful winch, and two jet-propelled engines.



1985 FILMATION POP ANIMATED SERIES

The Annihilator was Hordak's personal command ship. Like many other vehicles in the Horde fleet, the Annihilator was adorned with the visage of Hordak himself, which was white instead of the red face seen on the Horde's bat sigils. The Annihilator often carried Hordak and at least one other high-ranking Horde member into battle.

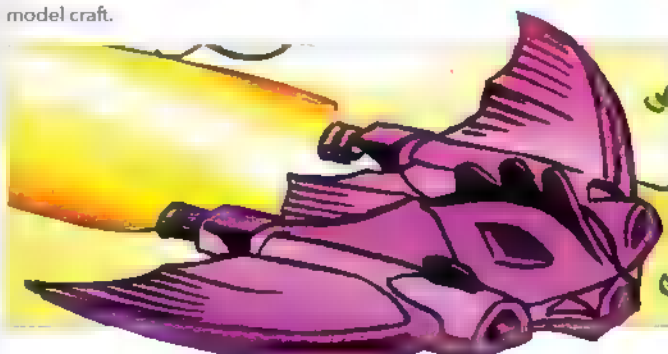


1986 MARVEL STAR MOTU COMICS

In a departure from other presentations, the Marvel Star comics presented the Annihilator ships as a series of flying vehicles in the Horde fleet, though they were once again adorned with Hordak's face.

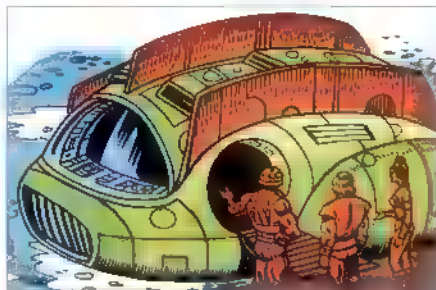
1986 UK MOTU COMIC MAGAZINES

Once more Hordak's personal ship in the UK comic magazines, the Annihilator was shown to be an enhanced Batmex vehicle rather than a standard-model craft.





## AQUASCOUT



Heroic Defenders

## 1987 GERMAN EHAPA MOTU COMICS

The Aquascout was a submarine boat designed by Man-At-Arms to explore the underwater seas of Eternia.

## ARCADIA VEHICLE

## 1983 FILMATION MOTU ANIMATED SERIES

The multipassenger vehicle used by the female rulers of the city of Arcadia was capable of flight and transporting several passengers at once. The vehicle was blue and had two engines mounted on its sides.



## ARTILLERAY

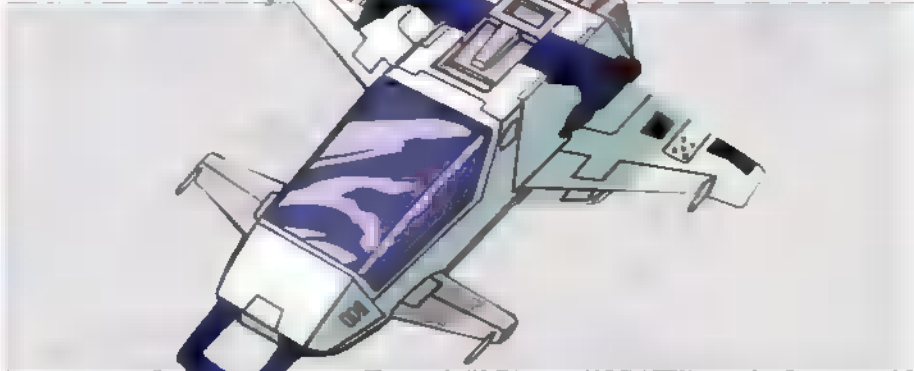


Evil Warriors

## 1986 MARVEL STAR MOTU COMICS

The Artilleray was Skeletor's hovering ray cannon. The front-facing double cannon was capable of producing incredible destructive power.

## ASTROSUB



Galactic Guardians

Laser cannons  
Missiles

Flying in both outer space  
and planetary atmosphere  
Diving underwater

## 1984 UK WORLD MOTU ANNUALS

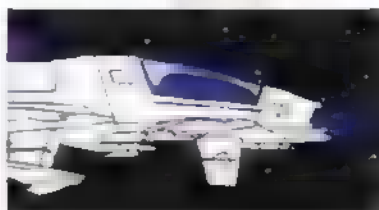
The Astrosubs were the main star fighters employed by the heroic Galactic Guardians. Astrosubs were designed to navigate both outer space and within a planet's atmosphere. The fighters could also transform into submarines for aquatic transport. Each Astrosub was capable of holding two warriors.

## 1989 HE-MAN MINICOMICS

In the minicomics, an Astrosub was piloted by the Galactic Guardian Kayo, who used it to track the whereabouts of the



Trifusium Crystal after it was stolen by Flogg and his Mutants. Kayo used the Astrosub's submarine capability to chase the Evil Mutant Slush Head underwater during a battle near the Titus Observatory.



## 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Astrosubs were the primary attack crafts of the Galactic Guardians and proved effective in combating Mutant shuttle pods in the animated series. Astrosubs also had numerical designations. At one point, teenagers Caz and Drissi stole an Astrosub, designated Astrosub 006, when Skeletor lured them into a trap to find their missing mother.

## ATTACK SQUID



Evil Warriors



Traveling underwater

## 2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

Attack Squids were robot squids equipped with metal tentacles and green blades of armor housing their weapons systems. They appeared in a single episode of the cartoon series, summoned by Clawful in the Sea of Rakash to carry the Evil Warriors to Mer-Man's underwater lair in pursuit of the Coridite Crystal.

# ATTAK TRAK

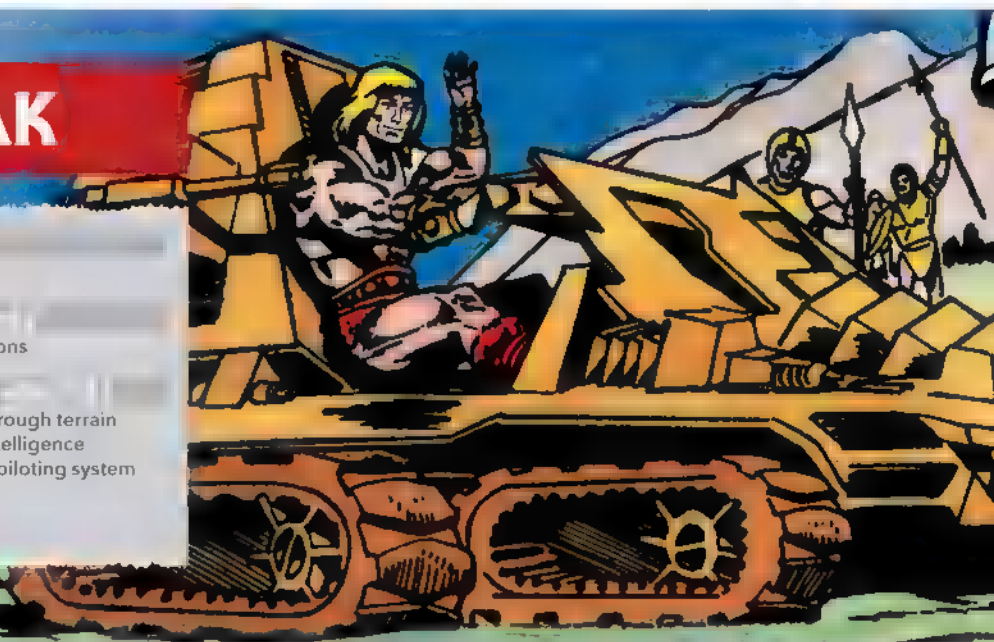
Battle Machine

Flip-Track

Heroic Warriors  
Royal Family of Eternia  
Masters of the Universe  
Defenders of Eternia  
Fighting Foe Men

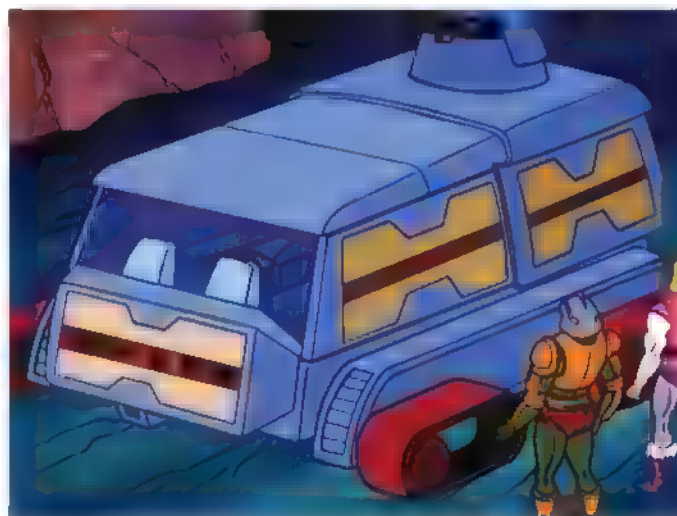
Laser cannons

Traversing rough terrain  
Artificial intelligence  
Automatic piloting system



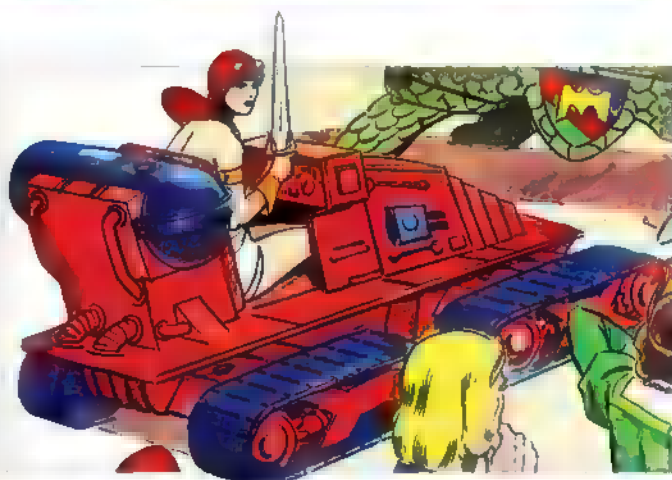
## 1982 DC MOTU MINICOMICS

The Attak Trak was a rugged land vehicle with a gold chassis, built by Man-At-Arms and used by the Heroic Warriors. Its mighty brown treads could negotiate difficult terrain and overcome even the most challenging obstructions. Though designed for a single driver, it was large enough for passengers to ride holding on to its sides. The vehicle was also armed with laser guns capable of firing powerful blasts. In later appearances, the vehicle's color scheme was changed to red with blue treads, which matched the toy sold by Mattel.



## 1983 FILMATION MOTU ANIMATED SERIES

For the animated series, the vehicle's design was changed again, this time to feature a blue chassis with red treads. The Attak Trak was equipped with an artificial intelligence that could speak with the passengers. This heroic "minivan" could carry multiple passengers in the front and two Sky Sleds or other cargo in the back. On top of the roof was a double-barreled swivel cannon that came in handy when enemies attacked from the air.



## 1983 GOLDEN MOTU BOOKS

Returning to the red-armored, single-occupant transport that resembled the toy, the Attak Trak was still an armor-plated vehicle in the Golden books. It continued to serve the Heroic Warriors with its four tank-like tire treads, which allowed it to traverse Eternia's rougher terrain.

## 1984 GERMAN MOTU AUDIO PLAYS

The Attak Trak was known as the Flip-Trak in the German audio plays, where the Masters of the Universe used it to get into areas that could not be traversed by other means. Man-At-Arms was again credited with building the all-terrain vehicle.

## 1984 GERMAN INTERPART-CONDOR MOTU COMICS

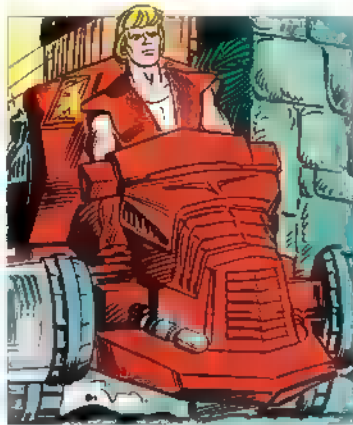
Sporting a red body with blue treads but referred to as the Flip-Trak, the vehicle was armed with two laser cannons and used for all-terrain transportation through impassable areas.

## 1984 UK WORLD MOTU ANNUALS

Once more called the Attak Trak, the vehicle was cleverly outfitted with a special device that made it impossible for Skeletor and his cronies to drive it. As soon as the Attak Trak sensed the presence of evil, it behaved like a wild horse and began to buck and rear until the villains were thrown off it.







### 1986 UK MOTU COMIC MAGAZINES

As in other incarnations, the Attak Trak was a single-occupant combat vehicle in the UK comic magazines. Thanks to its elliptical wheels, the Heroic Warriors could quickly traverse Eternia and propel themselves into battle.

### 2002 MVCREATIONS MOTU COMICS

The Attak Trak retained its general appearance and origin as a creation of Man-At-Arms in the 2002 MVCreations comics. In addition

to the laser cannons on its sides, it was also outfitted with a holder for a club. The front had an animal-themed design, with the appearance of teeth and headlights for eyes, details also seen in the Monogram model kit version of the vehicle. It was again mainly a single-passenger transport, but it was built specifically to travel in the jungle at a faster speed than the large, lumbering Dragon Walkers.

### 2008 MOTU CLASSICS

While the Attak Trak was not included in the Masters of the Universe Classics toy line at the time this book was published, the biography for the Fighting Foe Men suggested that the character Shield Maiden Sherrilyn was the creator of a war machine that would have resembled the original Attak Trak. Her red armor with red and yellow designs recalled the original design of the Attak Trak, and her ray gun and shield resembled the Attak Trak's cannons and elliptical treads, respectively. Unlike the drivers of the Attak Trak in previous incarnations, Sherrilyn was a pirate who used her transport to terrorize the countryside. Sherrilyn's design was based on the barely seen pilot appearing



on the box art for the Monogram Attak Trak model kit, which shared the same design as the original toy but had Filmation's color scheme with red treads and a blue body.

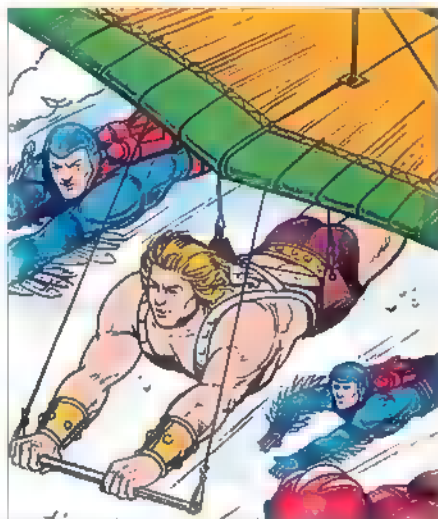
### 2012 DC MOTU COMICS

The Attak Trak was again a large, tank-like vehicle used by the Heroic Warriors in the 2012 DC comics; however, the colors changed once again to resemble the transport from the Filmation cartoon with a blue body and red treads. In a new combination, an Attak Trak appeared with a red body and yellow treads.



IMAGE COURTESY OF DC COMICS

## AVION HANG GLIDER

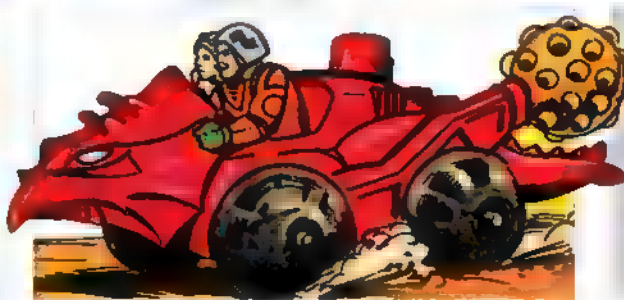


Bird People of Avion

### 1983 LADYBIRD MOTU BOOKS

The Avion Hang Glider was a contraption made by the Bird People of Avion to help He-Man. He-Man used this glider to escape the large pinnacle on which he was trapped in the Mystic Mountains.

## DASHASAURUS



Heroic Warriors

Mighty mace  
Basher ball

Superstrength  
Clearing rocky terrain

### 1983 MOTU MINICOMICS

The Dashasaurus was a red four-wheeled vehicle with a large metal arm on its side. At the arm's end was a massive ball festooned with blunt spikes that could smash down with immense force and deliver devastating blows to the forces of evil. The front of this vehicle was adorned with a metallic, dinosaur-like head resembling Earth's triceratops or Eternia's own Bionatops.

### 1983 GOLDEN MOTU BOOKS

Unlike the toy and minicomic appearances, where it could only carry one occupant, the Dashasaurus was shown to be a two-person vehicle driven by He-Man and the Heroic Warriors in the Golden books.



### 1984 UK WORLD MOTU ANNUALS

With the Dashasaurus's huge basher ball mounted on its end, the robotic arm could smash through any obstacles in its path.

### 1986 UK MOTU COMIC MAGAZINES

The Dashasaurus and its abilities were unchanged in the UK comic magazines; however, its mace was shown to be powerful enough to smash through solid rock.



## DASHER

Evil Warriors

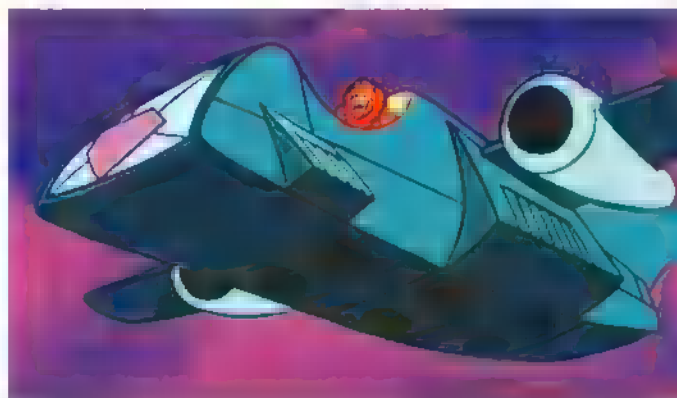
Extendable battering ram  
Laser cannons

Flight

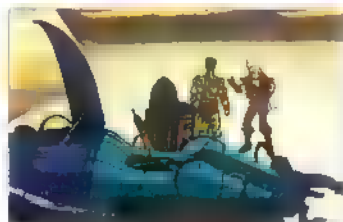
1983 FILMATION MOTU  
ANIMATED SERIES

The Basher was a multipassenger flying vehicle used by Skeletor and his warriors in many episodes as a primary means of transportation and flight. The Basher possessed engines on each of its wings and a pronounced tail fin similar to a shark's dorsal fin. The

ship's name came from a battering ram that emerged from a front diamond-shaped panel in order to ram opponents and obstacles. The Basher could also fire lasers from a cannon that was sometimes attached to the front diamond panel.



## BASHIN' BEETLE



Masters of the Universe

Giant swinging club with  
large mace ball  
Grabbing pincers

## 2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The Bashin' Beetle was created by Man-At-Arms as a fast-moving assault vehicle with grabbing pincers in front and a giant club to be used with a pendulum bash attack. The transport was used for the first time in battle by Man-At-Arms to help defeat a group of giant Sand Worms that had ambushed Teela and the Masters of the Universe in the Sands of Time. The Bashin' Beetle was later used to defend the Royal Palace of Eternos against a horde of Shadow Beasts, scaring the creatures with its headlights and making use of its powerful spiked club to pound one of them into the ground. The vehicle was eventually stolen by Two Bad and Whiplash during a prison break and was later destroyed while battling the Masters outside of Castle Grayskull. The evil giant Chazdar crushed the Bashin' Beetle with his huge mace, exerting enough force to send the Bashin' Beetle's club flying into the air, nearly colliding with a Battle Hawk.

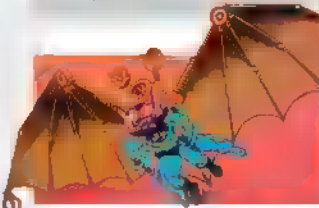
## 2002 MVMCREATIONS MOTU COMICS

The MVMCreations Bashin' Beetle carried one operator in the driver's seat and a passenger in the side cockpit. Prior to the transport's destruction in the cartoon, Man-At-Arms was shown performing maintenance on it with Prince Adam and Teela's help in the comic.

## BAT PAK

Evil Horde

Flight



## 1985 US MOTU MAGAZINES

The Evil Horde used the Bat Pak as an escape vehicle. Its wings were collapsible for easy portability while mounted on a warrior's back. Unfolded, the Bat Pak bestowed the power of flight.

## BATHYSPIHERE

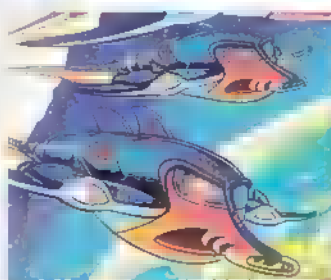


Evil Warriors

Underwater vessel  
Deploying mechanical sea  
monsters to attack targets1983 FILMATION MOTU  
ANIMATED SERIES

The Bathysphere was the Evil Warrior Mer-Man's stingray-shaped submarine from which he launched his new mechanical sea monsters against Eternian fisherman Jacob's small fishing boat.

## BAT-MEK

Android Fighters  
Light Horde FliersBatmex  
Batmeks

Evil Horde

Dual laser cannons

Blast power  
Flight  
Automatic robot pilots

## 1983 LADYBIRD MOTU BOOKS

Bat-Meks were also called "Batmex" or "Batmek" in the Ladybird books. They were one-man jet-propelled fighters that could fly in space as well as in the sky. While they were depicted with Horde pilots, they were also described at times as Android Fliers. Armed with laser cannons, the Bat-Meks attacked Horde enemies with great ferocity and speed.

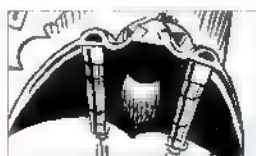
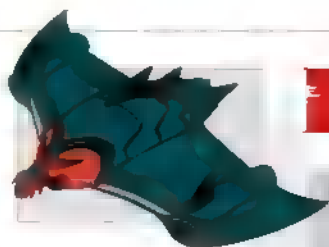
## 1984 UK WORLD MOTU ANNUALS

Called "Batmex" or sometimes "Batmek," the Horde Fliers were mainly depicted as one-man, jet-propelled star fighters and sky fighters armed with laser cannons.



**1985 FILMATION POP ANIMATED SERIES**

The Bat-Meks were sleek black-and-red robotic airships that resembled huge flying bats and made up the bulk of the Horde's aerial fleet on the planet Etheria. While they required no physical pilots, they still had cockpits and could be piloted by a living occupant. The Rebels were able to capture a lone Bat-Mek and flew it against the Horde in battle.

**1986 UK MOTU COMIC MAGAZINES**

The pilotless Batmex appeared in the UK comics. The winged Horde fighters were produced in Horde-controlled factories on Etheria and used by the Horde on both Etheria and Eternia.

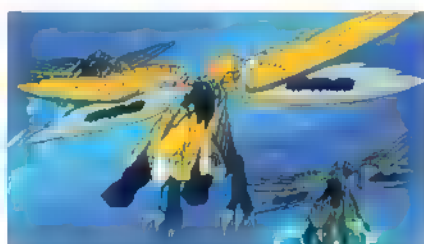
**BATTLE BIRD**

Flight

**1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES**

The Battle Bird was a combat vehicle created by the scientists Gepple,

Alcon, Krex, and Meldoc during the Mutant occupation of their home world, Primus. With He-Man and the Rebels hiding in the wilderness, resources were short, and the scientists used parts from the enemy's Terrorclaw vehicles to construct the new Battle Birds to fight the Mutants and eventually drive them off of Primus.



Masters of the Universe  
Defenders of Eternia

Dual laser cannons

Stealth shielding capabilities

**2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES**

Battle Hawks were fast, flying assault crafts used in defense of the Eternos kingdom. Mimicking the appearance of a bird, the single-occupant vehicle could land on its large metal claws. Its dual laser cannons reached out on either side of its beak-shaped nose to deliver punishing energy bolts upon its targets. In Eternia's past, Battle Hawks aided Captain Miro's army of the Royal Etemian Guard to defeat Count Marzo in his assault of the Hall of Wisdom. Years later, He-Man and Teela flew Battle Hawks in battle against the Evil Warriors' Terrordactyls over the Vine Jungle. In addition to their combat role, the Battle Hawks were also used to provide relief, transporting supplies to the Royal Palace after a disaster and carrying the Masters of the Universe quickly and safely across Etemia. Many Battle Hawks were damaged and destroyed in the cartoon series. In one scene, three Battle Hawks were vaporized by an explosion created by the destruction of the Coridite Crystal outside of Castle Grayskull.

**2002 MVCREATIONS MOTU COMICS**

Similar to its appearance in the 2002 cartoon series, the Battle Hawk remained a bird-themed air transport, though it was shown at times to carry two occupants: a pilot and one passenger. The Battle Hawk also had an autopilot function activated simply by the pilot saying "auto" when needed. The wings hid cannons inside of them, in addition to the larger laser cannons mounted on the Battle Hawk's front. Battle Hawks also possessed long-range stealth shielding capabilities to hide them from enemies.

**BATTLE CHARIOT**

Heroic Warriors  
Defenders of Trolia

Laser cannon

**1982 MOTU MINICOMICS**

The Battle Chariot was a relatively small vehicle ridden by Man-At-Arms in the early minicomics. It was blue and sported large rear wheels with smaller wheels in its front. There was a rudimentary seat in the center of the vehicle, though the rider would

typically stand with his feet apart while driving the Battle Chariot. A laser cannon was mounted on the front.

**2008 MOTU CLASSICS**

The Battle Chariot appeared in the Classics minicomics as a ground transport vehicle on the planet Trolia, where it was used by the planet's Defenders. The Defender known as Brainwave drove a Battle Ram Chariot into battle against the Revenge Squad while carrying fellow Defender Netta. The chariot was green with yellow wheels.

**BATTLE CRUISER**

Horde Destroyer

Evil Horde

Heavy armaments  
Energy web

**1985 FILMATION POP ANIMATED SERIES**

The Evil Horde used their seafaring Battle Cruisers in their naval armada on the planet Etheria. The ships

worked together to create an energy web that encased their enemies inside a force field. Also known as Horde Destroyers, they were heavily armed instruments of naval warfare and an intimidating presence on Etheria's seas.

**BATTLE HAWK**

# BATTLE RAM

Mobile Launcher

Sky Sled

Heroic Warriors  
Masters of the Universe

Laser cannon  
Battering ram projectile

Flight



## 1982 MOTU MINICOMICS

From its earliest appearances, the Battle Ram was a nigh-unstoppable war machine used by the Heroic Warriors in their battles against Skeletor's forces.



It had thick wheels that allowed it to move over the rocky Eternian terrain. The Battle Ram was so named for its ability to fire devastating battering ram missiles.

The Battle Ram was designed with a blue color and a griffin-like head as its figurehead. The front end could detach and become a Sky Sled,

an air vehicle with a mounted laser cannon beneath the griffin figurehead.

In the earliest stories, the Sky Sled featured a space-warp device which allowed it and its rider to "vanish and reappear somewhere else."

## 1983 FILMATION MOTU ANIMATED SERIES

The Battle Ram's animation appearance was faithful to its toy and minicomic design as a large land vehicle that could separate into two sections. The rear was the large ram-launching portion that could fire a ram beam capable of smashing through a general force field, although it was not strong enough to



penetrate the magical force field created by the Dragonpearl. The front portion of the Battle Ram was the Sky Sled, which could detach from the rear part and take flight.

## 1983 GOLDEN MOTU BOOKS & 1983 LADYBIRD MOTU BOOKS

The Battle Ram continued to feature its signature separating capability and familiar launcher and Sky Sled sections. While the front became the Sky Sled, the rear section continued to function as a stationary catapult capable of firing its battering ram missiles at the enemy.



## 1984 UK WORLD MOTU ANNUALS

Credit for building the remarkable Battle Ram was given to Man-At-Arms, illustrating his versatility and skill. He was shown driving a version of the vehicle which was an early prototype of the Battle Ram.

## 1984 GERMAN INTERPART-CONDOR MOTU COMICS







In the German comics, the Battle Ram was mostly unchanged, although its Sky Sled glider was equipped with a force field that enabled its pilot to fly into space. The rear section continued to function as a mobile battering ram and rocket launcher. While He-Man occasionally used the Battle Ram, it continued to serve mainly as the vehicle of Man-At-Arms.

#### 1986 UK MOTU COMIC MAGAZINES

The Heroic Warriors used the Battle Ram to smash through solid walls, while the ram projectile—in addition to being a powerful weapon—could also be used to fire a grappling hook and rope, allowing the warriors to climb high precipices.

controls on the front. As in previous incarnations, the front piloting module could detach and fly as a Sky Sled. Continuing the transport's traditional association with Man-At-Arms, an unhelmeted version of the character was included with the Battle Ram toy in the Classics toy line.



Man-At-Arms riding the Battle Ram. © Mattel Inc.

#### 2008 MOTU CLASSICS

In Classics, the Battle Ram was a two-occupant ground assault transport with handles on the rear section of the vehicle as well as the driver's

### BATTLE RAM CHARIOT



#### 2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The Ram Chariot appeared early on in the cartoon series and was used by Skeletor as his personal transport. He seemed to favor it over Panthor for transportation. Not to be confused with the Battle Ram from the original toy line, the Ram Chariot (sold as the Battle Ram Chariot in the 2002 toy line) had three spiked wheels and two horned ram heads used to charge through enemy lines as it sped across Eternia's landscape. The chariot's origins were left a mystery in the cartoon series, but it had no reins or steering wheel to guide it and seemed to move independently without any commands given to it. This apparently invisible control system was possibly based on magic.

Skeletor Demolition Vehicle

Evil Warriors

Ram horns  
Spiked wheels

### BATTLESHIP

#### 1986 UK MOTU COMIC MAGAZINES

The Battleship was a massive spacecraft under construction by a race of evil robots serving the vengeful Great-Putor, which was intent on ending war by wiping out all organic life from the universe. The robots' plan was to use the stolen technological components from a conquered target planet in order to convert its moon into a new giant Battleship. However, natives from the target planet stowed away on the robots' salvage ships and traveled to the hollowed-out interior of the moon, where they sent out a distress call. The distress call was picked up on Eternia by He-Man and Roboto, who traveled to the planet and learned the story from the natives. In the hollowed-out moon, they fought the evil robots and defeated the Great-Putor, thus preventing the construction of the Battleship.

### BATTLE TANK



Masters of the Universe

Energy cannon

#### 2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The four-wheeled, armored Battle Tanks were produced in large quantities by Man-At-Arms in his workshop. Their primary function was to serve as a war machine for the Royal Eternian Guard, protecting the Royal Palace from attackers; however, they also proved useful in reconstruction projects repairing damage to the palace and the city. While Battle Tanks served primarily as fast-moving, single-seated transport vehicles, they concealed a sizable cannon under the front hood. The energy cannon appeared only briefly when the vehicle transported Teela and the Masters of the Universe across the Sands of Time. Other, larger tanks served as mobile artillery, brought to bear against Tri-Klops's army of bone warriors, and then later to defend against the rampaging snake god Serpos.

#### 2002 MVMCREATIONS MOTU PACK-IN COMICS

Man-At-Arms appeared riding a Battle Tank into battle after racing from the Royal Palace to help He-Man defend Castle Grayskull from Skeletor. Although Man-At-Arms arrived after He-Man had already defeated their enemy, the Battle Tank appeared to have kept pace with a Sky Sled and the winged warrior Stratos.



## BATTLEWAGON



Evil Warriors

Vast arsenal  
Striking claw  
Hidden laser blasters

**1983** FILMATION MOTU  
ANIMATED SERIES

Created by Skeletor, the Battlewagon was a huge machine that ran on treads. It had a large arsenal of weaponry, including a claw that would spring out to grab an opponent. It could also fire a laser blast from an innocent-looking slot at the front of the vehicle. The Battlewagon's pilot sat beneath a glass dome atop the vehicle's chassis from which he could oversee the battlefield.

## BEAM BLASTER



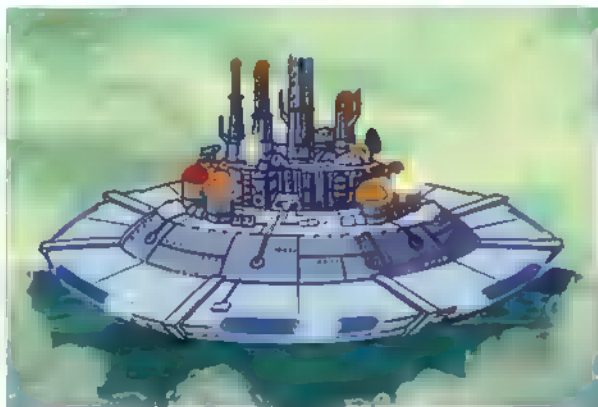
Heroic Warriors

Laser cannon

**1986** MARVEL STAR  
MOTU COMICS

The Beam Blaster was a wearable laser cannon and chest armor combined. The oversized armor could deliver a powerful laser beam blast to enemy troops and vehicles.

## BENDARI SPACESHIP

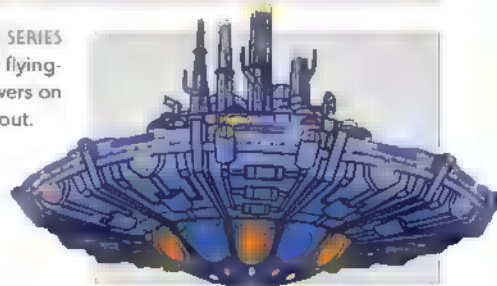
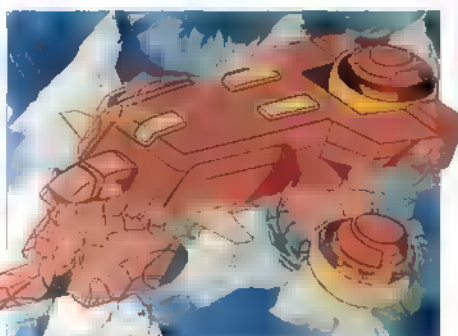


Bendari alien race

Scanning to detect good and evil specimens on Eternia

**1983** FILMATION MOTU ANIMATED SERIES

The Bendari spaceship was a large flying-saucer-style vehicle with lighted towers on its top and blinking lights throughout. The ship carried the Bendari to Eternia in search of two of its most powerful warriors, who would help them understand the difference between good and evil.

BLACK OMEGA  
TRANSPORT SHIP

**1990** NEW ADVENTURES OF HE-MAN  
ANIMATED SERIES

The Black Omega Transport Ship was a vessel used by an Evil Mutant exile named Maxis to transport the Black Omega, a deadly gas mined by his enslaved workers on the snowy planet Omega-4. The Black Omega had the capability to destroy the protective shield around the planet Primus, and Maxis hoped to harvest and weaponize the gas.



## BLACK PEARL

Spacefaring and amphibious modes

**1986** BRAZILIAN EDITORA ABRIL MOTU COMICS

The Black Pearl was an interstellar spaceship used by the alien villainess Shezar. The ship resembled its namesake: a large round pearl with a smooth, polished surface. The Black Pearl could also function as a submarine capable of traveling underwater as well as in outer space.



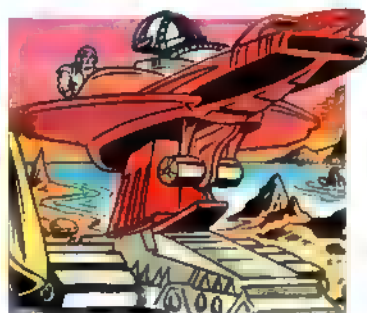
# BLASTER HAWK

Heroic Land & Sky Disk  
Launcher

Heroic Warriors  
Masters of the Universe

Energy disk blaster

Ground and flight modes



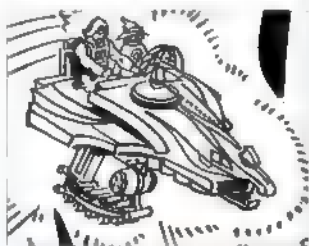
## 1983 MOTU MINICOMICS & 1984 UK WORLD MOTU ANNUALS

The Blaster Hawk was a large combat vehicle employed by the Heroic Warriors. Sy-Klone described it as "one of the most important weapons in our arsenal." It was larger than most other vehicles and named for its bird-inspired appearance and its ability to blast disk projectiles at enemies. The

Blaster Hawk could be used in both ground and air combat. It was mainly utilized as a flying vehicle, despite the large treads on its base for navigating Eternia's rugged terrain.

## 1984 GERMAN MOTU AUDIO PLAYS

The Blaster Hawk was presented as a new weapon built by Man-At-Arms to help defend against the Monster Warriors. As in the minicomics and the World annual magazine, the Blaster Hawk was a large vehicle with the signature ability to travel both on land and by air; however, it also provided space for several passengers besides the pilot. The vehicle consisted of two parts, an upper flight section and a lower driving section, but both sections worked separately if needed. Only the upper section could fire the large energy disks.



## 1986 MARVEL STAR MOTU COMICS



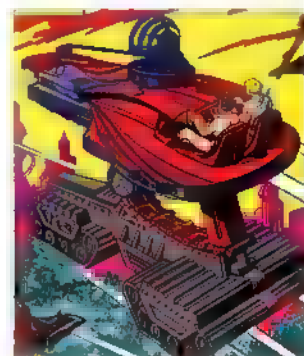
In Marvel's Star comics, the Blaster Hawk was one of Eternia's most sophisticated weapons, firing stun disks from the "mouth" of the vehicle to make short work of enemy targets.

## 1986 UK MOTU COMIC MAGAZINES

While the Blaster Hawk retained the same abilities as in its previous incarnations, it was noted for being able to travel at amazing speeds to catch up with its enemies. The separation of its two sections now followed the flick of a switch and the input of a computer-entry code. The Blaster Hawk could pinpoint attacking vehicles and targets with electronic sensors.

## 1987 GERMAN EHAPA MOTU COMICS

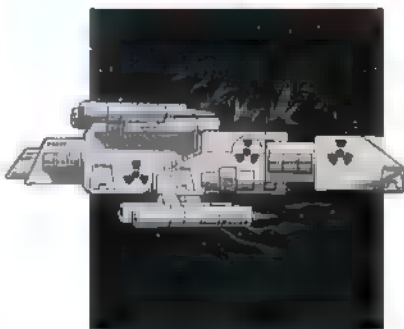
Still able to carry two passengers and shoot powerful disks at enemy targets, the Blaster Hawk was primarily used to fly across Eternia in the German Ehapa comics, while the lower tank section was put to use on the ground.



## 2008 MOTU CLASSICS

The Blaster Hawks were primarily used as air support in the Classics canon and were flown by the Masters of the Universe during King Randor's reign. A squadron of Blaster Hawks led by the heroic Sky High fought a fleet of Horde Boa Jets and King Hssss's new Snake Strike Squad during the Second Ultimate Battleground. They were not always effective, as the giant Horde cyborg Ultrabeast tore through another full squadron of Blaster Hawks during the same battle.

## BLATAZEEN 5



## 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

*Blatazeen 5* was a large spacecraft full of deadly Meenos Gas. It was crewed by robots and programmed to travel the Tri-Solar Galaxy indefinitely. When a space storm threw it on a course that would have collided with Primus, He-Man and several of the newest Galactic Guardians, including Tuskador and Spinwit, took on their first mission together in order to stop the deadly collision.

## BOA JET

Evil Horde

Flight

## 2008 MOTU CLASSICS

Boa Jets were space and air attack craft used by the Horde. During the Second Ultimate Battleground, a fleet of Horde Boa Jets clashed with a squadron of King Randor's Blaster Hawks. Boa Jets were not always piloted by the Horde. Prior to their coming to Eternia, the mercenary criminals Kronis and Scychor tried to escape a Horde Patrol Unit in a Boa Jet. The Boa Jets did not have any known connection to the similarly named Bolajets used by the Galactic Protectors on the planet Primus in the Tri-Solar System.

## BOLAJET

Galactic Guardians

Bolas or boleadoras

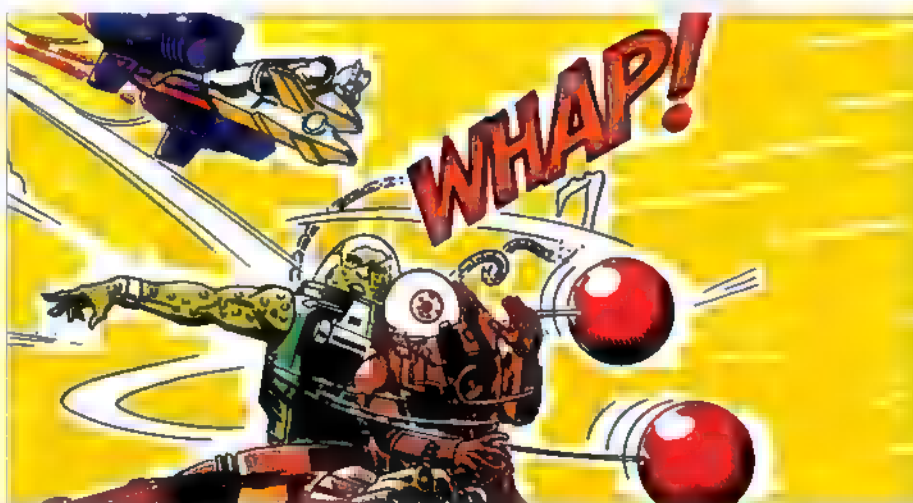
Low-altitude flight

## 1984 UK WORLD MOTU ANNUALS

The Bolajets were advanced aerial vehicles that operated close to the ground. The Galactic Guardians used them for both combat purposes and fast transportation on the planet Primus. The Bolajet strongly resembled a single-occupant motorcycle. It could fire a pair of bolas, or boleadoras, from the twin turbo jet ports in order to capture enemies in battle.

## 1989 HE-MAN MINICOMICS

The Bolajet was a high-speed flying vehicle capable of remarkable aerial maneuvers, particularly when flown by the hotshot pilot Lieutenant Flipshot.



## 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

In the animated series, the Bolajet was a Priman land vehicle, again used in both civilian and military life. It could still fire a pair of bolas attached to an energy cord that immobilized enemies by wrapping around them.



## BOW'S GLIDER



Great Rebellion

Flight

## 1985 FILMATION POP ANIMATED SERIES

Bow's glider was only once piloted by the Rebel marksman. Its design enabled Bow to free his hands for brief periods of time in order to use his bow and arrow. After many failed initial tests, Bow was finally able to soar into battle firing arrows at the Horde from above.

## BRIGHT HOPE

Great Rebellion

## 1985 FILMATION POP ANIMATED SERIES

The *Bright Hope* was the ship purchased by She-Ra on the planet Kyrtris to sail to the Mines of Mondor. When no one in the port town of

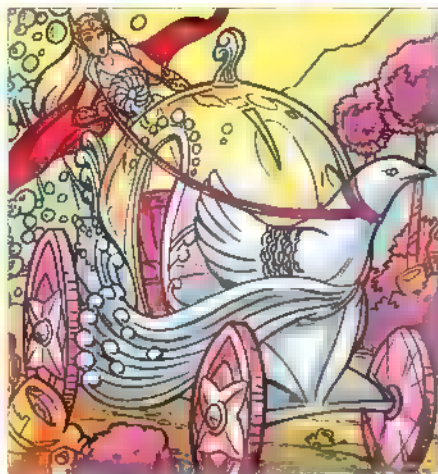


Graydor would travel to the mines with her, She-Ra renamed the simple sailing vessel the *Bright Hope*, most likely after her ally Light Hope on Etheria.

While She-Ra and her Rebel friends made it to shore, the *Bright Hope* did not survive the storm created by Shadow Weaver.



## BUBBLE CARRIAGE



Creating magic bubbles

**1985** POP MINICOMICS

The Bubble Carriage was a beautiful transport vehicle used by She-Ra and the members of the Great Rebellion. The carriage had a magnificent white dove as its figurehead and four pink wheels, but its most striking characteristic was the clear, bubble-like dome through which its passengers were visible. As it rode along, the carriage could produce a multitude of glistening bubbles in its wake.

## CARAVAN



Hovering

**1986** UK POP COMIC MAGAZINES

The Caravan was a hovering transport vehicle used by a tribe of nomadic desert travelers in the Crimson Wastes, led by the merchant Sadir. They had to be on their guard at all times, as the Horde plundered many other caravans in the desert.

CASTLE  
GRAYSKULL SPACECRAFT

Heroic Warriors  
Great Rebellion

Space travel

**1986** UK TWINS OF POWER MAGAZINE

Castle Grayskull had a spacecraft of its own for



emergency use. He-Man and She-Ra used the spacecraft to travel to Horde Prime's space station when Prime managed to acquire both halves of the Sword of Evil.

## CATRA'S AIRCRAFT

Evil Horde

**1985** FILMATION  
POP ANIMATED SERIES

Catra's aircraft was a single-occupant white shuttle with a vaguely feline-shaped front. The vessel had a domed cockpit and twin jet engines set off the rear-mounted wings.



## CATRA'S COMMAND CAR



Evil Horde

Top-mounted cannon

**1985** FILMATION POP ANIMATED SERIES

Catra's Command Car was an open-air, jeep-like vehicle she used as a troop transport along with her attack force. The Command Car was painted gray, typical for a Horde vehicle, with a cannon mounted on its roof.

## CLAWDAD



Evil Horde

Metal claws

Underwater salvage capabilities

**1985** FILMATION POP ANIMATED SERIES

The Clawdad was an underwater recovery vehicle, gray like most Horde vehicles and shaped like a crayfish or crawdad. At the bottom of the Etherian Sea, the Clawdad's metal claws could grab onto ships that the Horde wanted to salvage. Although it could carry passengers, the Clawdad acted like a robot remotely controlled by a Horde ship on the surface.

## CLIFF CLIMBER



Heroic Warriors

**1986** MARVEL STAR MOTU COMICS

Another of Man-At-Arms' creations, the Cliff Climber was high-tech climbing gear that could be used to scale even the steepest rockfaces.

## COLLECTOR



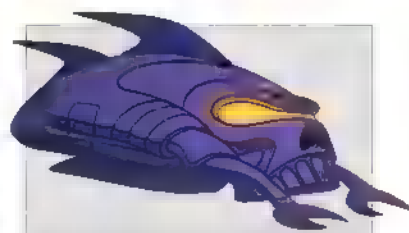
Evil Warriors

Energy weapons

Collecting life forces

## 1983 FILMATION MOTU ANIMATED SERIES

The Collector was Skeletor's personal flying ship, named for its specially designed ability to "collect" enemies by turning them into stone and harvesting their life energy. Skeletor created the ship with the intention of using its abilities to resurrect the sleeping stone giant Colossus. Skeletor also used the Collector to infuse life into statues, turning them against He-Man and his allies. The Collector resembled a large dark-blue skull, with a yellow visor-like windshield where the eyes would be and two large, pincer-like claws that acted as energy weapons. The vessel also had a spine-like line of sharp fins along the top of its hull and a single door on the side. Although He-Man seemingly caused Skeletor and the Collector to crash and plunge into the bottomless gorge around Castle Grayskull, both Skeletor and his ship later returned. He no longer employed its life-force-draining capability and used it mainly as a simple attack craft and as transportation.



## 1985 FILMATION MOTU/POP ANIMATED CHRISTMAS SPECIAL

The Collector returned briefly as Skeletor's transport during an attack on the Royal Palace. He-Man easily broke through the ship's hull to thwart the villain.

## COLLECTOR'S SHIP



## 1986 UK MOTU COMIC MAGAZINES

The Collector traveled the universe in a high-tech spacecraft on which he imprisoned the heroes he captured in glass tubes. The ship

was defended by his robotic servant. After He-Man and Man-At-Arms rescued the captives, the Collector abandoned his ship, but the freed prisoners remained onboard to ensure all of the abductees could be returned to their respective home worlds.

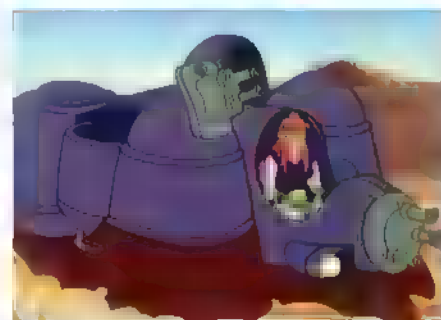
## COUNT MARZO'S DOOM BUSTER



## 1983 FILMATION MOTU ANIMATED SERIES

Count Marzo's Doom Buster was a surprisingly large green multipassenger ship that could travel at great speeds. It had wings with thrusters on either side, as well as a large, imposing spoiler. A large M for "Marzo" adorned the vessel's roof.

## CRITA'S TANK



## 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Crita's tank was a large purple vehicle the villain used to lead her Gleanon troopers into battle.

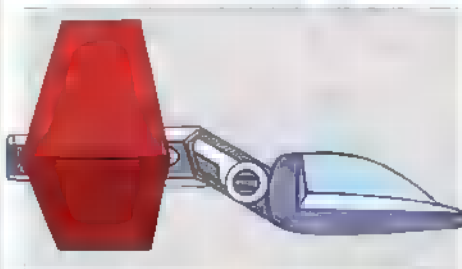
## COLOSSUS



## 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Colossus was a Priman spaceship similar in design to the *Starship Eternia* but much larger in size. It was used to carry other Priman vehicles into battle and was often commanded by Artilla.

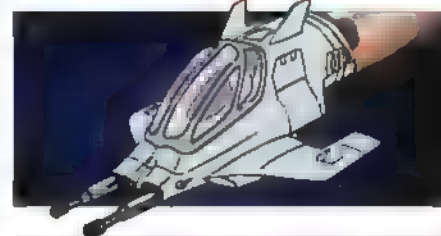
## COUNT MARZO'S SHIP



## 1983 FILMATION MOTU ANIMATED SERIES

Count Marzo's ship was a multipassenger shuttle with two red wings and a crooked, almost serpentine, body. The ship boasted a more technologically advanced appearance than many other ships used on Eternia, which may account for Marzo's various journeys to Trolia and other regions in the universe.

## CUSTOMIZED SHUTTLE POD



Evil Mutants

## 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Skeletor customized his shuttle pod with a Chrodium coating which would blind any pilots that saw it. He used it to sneak past the shield around Primus without being spotted.



## DESTRUCTO TANK



Evil Horde



## 1985 FILMATION POP ANIMATED SERIES

The Destructo Tank was an armored vehicle with metal treads and top-mounted cannons, often used by the Horde as heavy ground-assault vehicles on Etheria. The tanks had several designs, including one with Horde leader Hordak's likeness, which was common for Horde vehicles, and another, more unique design with the unpainted face of a beaked monster with sharp teeth.

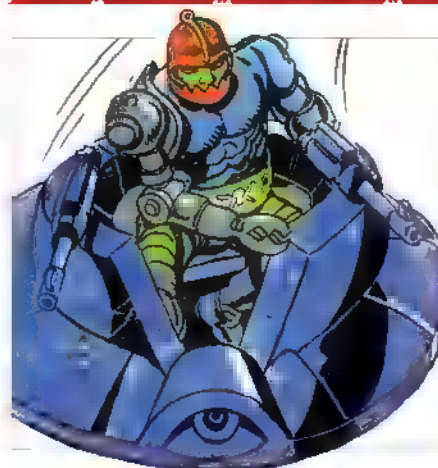
The Destructo Tanks sporting Hordak's likeness were used on Etheria but also employed by the Horde during their attack upon the Royal Palace of Eternia when Adam and Adora were infants.

## 1986 MARVEL STAR MOTU COMICS

For the comics, only the Destructo Tanks with Hordak's face appeared, rather than the steel monster's face, and they also sported side cannons ■ make them even deadlier.



## DISC-FLYER



Disc-Car

Evil Warriors

Hovering Machine

## 1986 UK MOTU COMIC MAGAZINES

This basic, disk-shaped one-man flying craft was armed with twin laser cannons and piloted by Trap Jaw on ■ mission to the royal woods to capture Man-At-Arms.

## DIPPER'S SHUTTLE CRAFT



## 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Dipper's Shuttle Craft was ■ small ship stolen by Skeletor from Captain Dipper's space caravan. Skeletor used it to bypass the protective shield around Primus. Slush Head warned Skeletor that Dipper wasn't going to be happy when he found out it was gone.

## DISK RIDER

Hoverboard  
Hover Disc  
Flying Disc  
Jet DiskSnake Men  
Evil Warriors  
Masters of the UniverseHovering  
Flight

## 1983 MOTU MINICOMICS

The Snake Men used a small vehicle called a Flying Disc. With its circular shape, it most resembled a gold shield.

## 1987 MOTU FILM

Jet Disks, which were more technological in appearance than the Flying Discs, were hovering platforms on which robotic Air Centurions swooped over the battlefield as part of Skeletor's invasion force when he arrived on Earth. Their function remained the same as the Flying Discs, but they could only carry one rider at ■ time. He-

Man knocked one Centurion off of his disk and then used ■ to engage the other Centurions and the rest of Skeletor's forces.

## 1987 MARVEL STAR MOTU MOVIE ADAPTATION

In the comic adaptation of the movie, the disks were called Hover Discs and were used by Skeletor's troops during their invasion of Earth to recover the Cosmic Key. The Hover Discs were single-occupant flying-saucer-like vehicles where the pilot could sit down in an open cockpit. As in the movie, He-Man hijacked one of these disks to confront Skeletor during the battle on Earth.

## 2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

Disk Riders, also called Hoverboards, were very similar to the Flying Discs and Jet Disks from previous canons. Designed to carry ■ single person, the disks could hover in the air and were used by the Masters of the Universe during combat training. Due to the nanotechnology used to create them, a Hoverboard could be the size of ■ plate but grow large enough to carry a person. Teela also could push a button on her Hoverboard to make it expand in midair and carry Man-At-Arms as well. Teela and Adam used the disks to spar at the Royal Palace prior to his receiving the Sword of Power and becoming He-Man.

## 2002 MVCREATIONS MOTU COMICS

Referred to as Hoverboards, the Disk Riders had three propulsion units on the underside allowing them to fly over Royal Palace roofs. Thanks to nanotechnology, the Hoverboards could also change their size to become small enough to fit inside of ■ jacket pocket. There were no clear indications of how high a Hoverboard could fly, but if its bottom got a corrosive element like Kobra Khan's venom spit, it stopped functioning and would crash into the ground.

## 2002 MVCREATIONS MOTU PACK-IN COMICS

Man-At-Arms used a Hoverboard to follow He-Man to the Enchanted Forest, where they intended to use his newly invented Smash Blade to traverse the forest's treacherous foliage and stop Skeletor from obtaining the Idol of Norkor hidden within.

## DOOM BALLOON

Evil Horde

Harvesting the power of lightning

## 1985 FILMATION POP ANIMATED SERIES

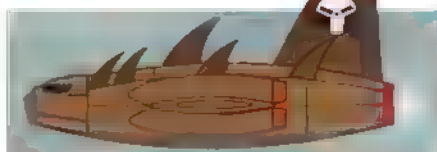
The Doom Balloon, a flying zeppelin vehicle, was one of Hordak's more dangerous weapons. The Doom Balloon attracted lightning and refocused



■ against chosen targets with destructive force. Although She-Ra destroyed the balloon by

blocking the lightning attack with her sword, the resulting power cracked the stone in her sword, transforming her back into Adora when she fell out of sight. Hordak's victory went unnoticed, as the Doom Balloon's gondola was capable of flight as well and transported him to a safe retreat after the balloon itself had disintegrated.

## DOOM BUSTER



Evil Warriors

## 1983 FILMATION MOTU ANIMATED SERIES

The Doom Buster was an airborne greenish-brown jet used by the Evil Warriors. It resembled an armored plane with skull decals on its tail fin and a sharp-toothed monster face on the nose of its fuselage. Skeletor programmed the Doom Buster to fly automatically to a location when he didn't trust those onboard.

## DOOM BUSTER SHUTTLE

Evil Warriors

## 1983 FILMATION MOTU ANIMATED SERIES

A small shuttle that launched from Skeletor's Doom Buster could take its occupants to another location for scouting or emergency purposes. The shuttle was very simple, with a pair of wings and a sleek body, though it sported shark-like fins similar to those on the Doom Buster and other vehicles in Skeletor's arsenal.

## DR. DROME'S MOTO-MEDICINE WAGON



## 1985 FILMATION POP ANIMATED SERIES

Dr. Drome's Moto-Medicine Wagon was a blue four-wheeled gypsy wagon with a pink roof that could be driven without the aid of horses from a steering column connected to a motor between the front wheels. Inside the wagon, Dr. Drome could host several guests at a large dinner table.



## DR. ZOOG'S COMMAND SPHERE



## 1985 FILMATION POP ANIMATED SERIES

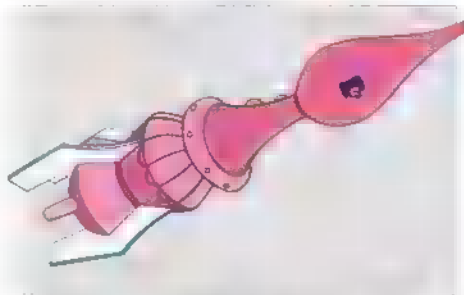
Dr. Zoog's Command Sphere was a levitating device that the evil Trollan could barely squeeze into. He primarily used it to oversee events, barking orders at his allies. The device was metallic and somewhat durable. A panel at the front of the sphere contained an implausibly long claw.



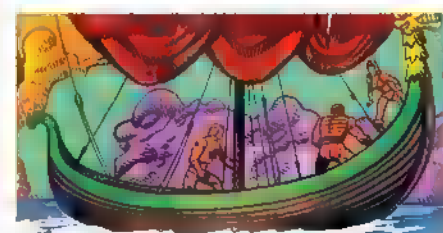
## DR. ZOOG'S ROCKET SHIP

## 1985 FILMATION POP ANIMATED SERIES

A large bright-pink vessel, Dr. Zoog's Rocket Ship was very much the kind of rocket one would find on Trolia. When in flight, the four rockets at the base would create a multicolored jet stream that bathed it in a constant pink glow. A panel at the base of the rocket ship could fire a highly destructive ray of energy at selected targets.



## DRAGON SHIP



Heroic Defenders

## 1987 GERMAN EHAPA MOTU COMICS

During an expedition in the Eternian seas, the Heroic Defenders traveled in the Dragon Ship. The small boat featured a large sail but no motor, like many other vehicles on Eternia. The ship got its name from its dragon-shaped figurehead.



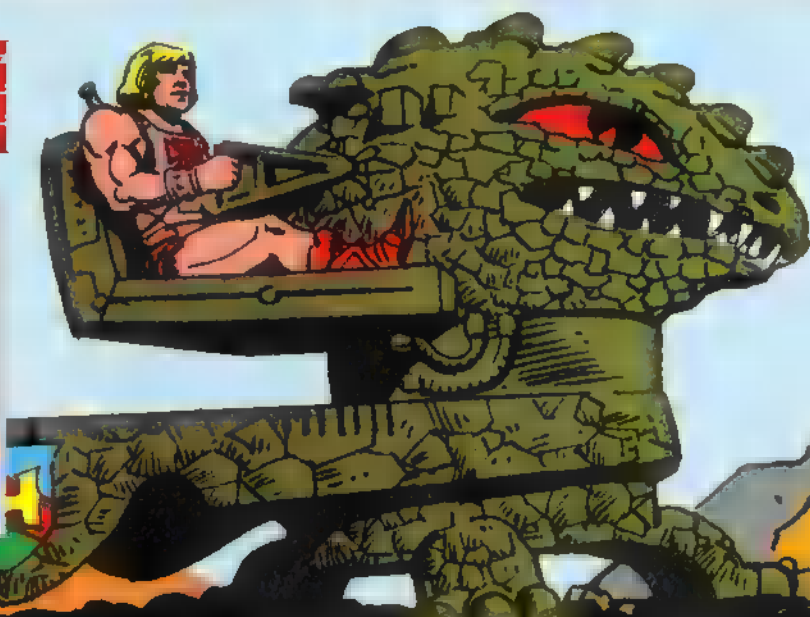
# DRAGON WALKER

Sidewinding Beast/Vehicle

Heroic Warriors  
Masters of the Universe  
Evil Warriors

Circle walking  
Frightening enemies with dragon-like appearance  
Breathing fire

Cannons  
Metal jaws and claws  
Laser rays  
Axe blades mounted on tail



## 1983 FILMATION MOTU ANIMATED SERIES

The Dragon Walker was a side-winding, land-based vehicle resembling a green dragon with a driving module shaped like a dragon's head. It moved forward with the help of a rotating bottom level and sliding track. The Dragon Walker's unusual movement was clearly demonstrated in the

animated cartoon series, where it was explained to be another great invention by Man-At-Arms. The Dragon Walker could swipe enemy vehicles out of the way and even breathe fire upon enemies.

## 1983 MOTU MINICOMICS

The Dragon Walker was designed to maneuver the challenging Eternian terrain and could easily cross ravines and faults in the earth. The vehicle's name was derived from its method of propulsion, which mimicked the act of walking. The dragon head of the vehicle sat upon a track. When the rear of the vehicle's bulky body swung around to the front, the dragon head and driver were positioned at the back until they slid forward along the track to the new front position. The Dragon Walker boasted a coat of arms on its side that featured the symbol worn on He-Man's Thunder Punch and Battle Armor costumes.



## 1983 GOLDEN MOTU BOOKS

The Dragon Walker appeared in the books using its side-winding motion, and it was again shown to be capable of knocking enemies and obstacles out of the way. The vehicle's ability to breathe fire like a living dragon was not on display as it had been in the cartoon series.

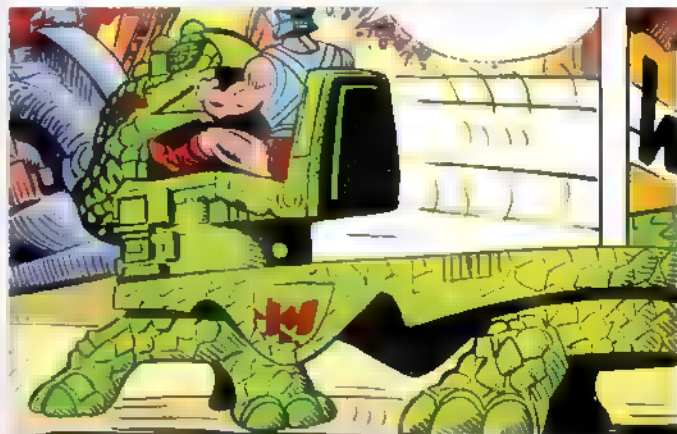
## 1984 GERMAN MOTU AUDIO PLAYS

In an unusual twist, the Dragon Walker was presented initially as a transport of the Evil Warriors in the German audio plays. During their search for Buzz-Off in the Dragonsland, He-Man and his friends were confronted by Whiplash and Kobra Khan driving a vehicle that moved similarly to a dragon. After a

short battle, the villains fled without their vehicle, and the Masters of the Universe used it to transport the wounded Teela. Man-At-Arms decided to call it the "Dragon Walker." As it turned out, the vehicle was actually a trap set up by Skeletor, who had fixed it to march unstopably faster and faster, eventually running into a canyon. Despite this, Man-At-Arms later drove the Dragon Walker to Eternos and turned it into a formidable vehicle for the Masters of the Universe.

## 1987 GERMAN EHAPA MOTU COMICS

While its origin was not developed further, the Dragon Walker returned as the perfect vehicle to overcome ditches in the German Ehapa comics. Its ability to cross canyons was here called a circle walk. The eyes of the dragon-head cockpit were also able to shoot dangerous laser rays.



## 2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

Dragon Walkers made an appearance in the 2002 animated series with a very different design, becoming a fleet of massive, bipedal mobile weapons platforms built by Man-At-Arms to attack Beast Man's Serpintaur in the hopes of preventing them from assaulting the Royal Palace of Eternos. Their dragon-like appearance was intended to frighten the Serpintaur, which were natural enemies of dragons in the wild; however, that plan met with limited success. Instead, the Dragon Walkers had to depend on their arsenal to combat the flying beasts. The mechanical dragons could project long streams of fire from their metal jaws while using their tails to slash at and pound their targets. They possessed wings (equipped with cannons) that were much smaller than those of live dragons, but they were not shown to be capable of flight. Their energy



source was a power cell housed in the dragons' heads, providing enough energy to allow the Dragon Walkers to sprint quickly across a battlefield. The energy stored in the power cell was so great that when He-Man destroyed one of them, it sent an explosive discharge that singed the evil Serpintaur and sent them tumbling out of the sky. The Dragon Walkers proved formidable enough that they were later used to defend King Randor's palace against the rampaging snake deity Serpos.

#### 2002 MYCREATIONS MOTU COMICS

Continuing to use the new design for the Dragon Walker, the 2002 comics featured the large vehicles as a fixture in the Eternos army. Although the original intent to mimic dragons was not mentioned, they retained their dragon motif complete with claws for hands and axe-bladed tails. The Dragon Walkers were among the largest vehicles used by the Masters, standing many feet tall and large enough to carry more than one passenger.



#### 2008 MOTU CLASSICS

The Dragon Walker returned to its vintage design in the Classics minicomics, where it was still a ground transport and attack vehicle belonging to the

Masters of the Universe and the army of King Randor. One of Randor's Royal Guard drove a Dragon Walker into battle against the Horde and Snake Men armies during the Second Ultimate Battleground.

#### 2012 DC MOTU COMICS

The Dragon Walkers were once again designed by Man-At-Arms in the 2012 DC comics; this time his intention was to evoke the primal power of the Preternian age. The Dragon Walkers were armed with technological might to best any terrain or battlefield. As in its original appearances, the mammoth vehicle could move straight ahead or traverse the terrain by swinging its body 180 degrees over chasms or other obstacles.

The Dragon Walker became much larger for this incarnation, comparable in size to a battleship and able to transport a small army of soldiers while armed with a massive amount of firepower. The head could hold several pilots and men with a full view of the battlefield in front of them.

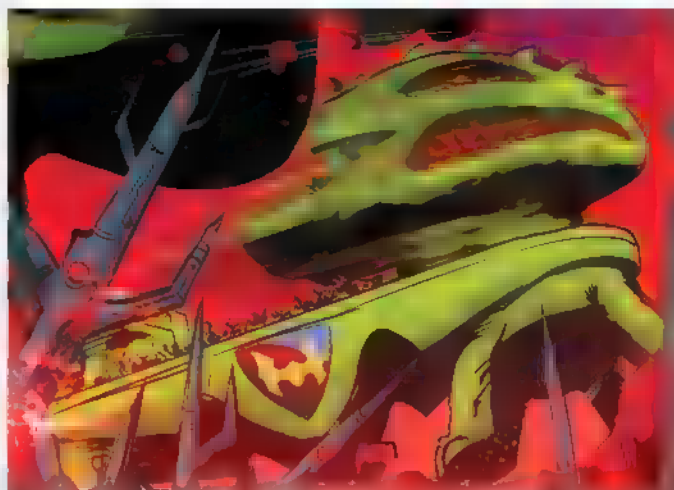
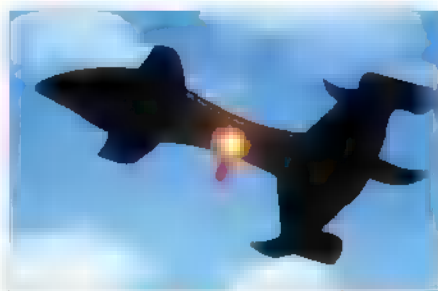


IMAGE COURTESY OF DC COMICS

#### DREADATOR'S SHIP



Invisibility

#### 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Dreadator's ship was a large, jet-like craft that shared the invisibility power of its owner.



DREADWING:  
SEE SHUTTLE POD

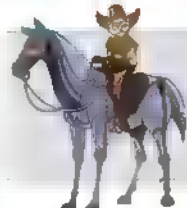
#### DUKAN'S CRAFT



#### 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Dukan's craft was the ship on which he had been placed into cryogenic suspension and left to wander the stars.

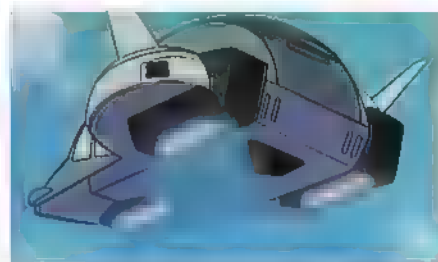
#### DUKAN'S HORSE



#### 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Dukan's horse was a robotic animal that served as his faithful steed.

#### DUKAN'S SHIP



#### 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Dukan's ship was a small, two-person craft he used to travel the stars.

#### DUNGEON STAR

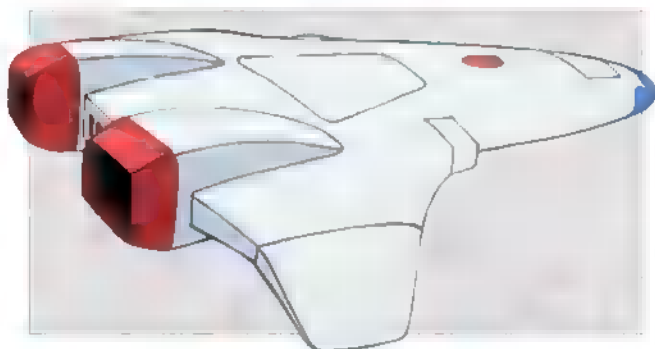


#### 1983 FILMATION MOTU ANIMATED SERIES

Skeletor's prison ship, the Dungeon Star, was a relatively small silver rocket with a window. A prisoner would be placed inside and blasted off into outer space.



## EARTH SHIP



Ejection seats

1983 FILMATION MOTU ANIMATED SERIES

Similar in appearance to Queen Marlena's *Rainbow Explorer*, the Earth Ship was a space shuttle from the planet Earth that became trapped in a portal leading to Eternia. The white shuttle boasted a pair of red booster rockets toward the aft of the hull and could be piloted by two astronauts.

When the ship was about to crash-land on Eternia, astronaut Major Andrea Steele ejected and landed at the Royal Palace. She was greeted by the former Earth astronaut Queen Marlena.

## ELDEN'S JET CHAIR



Levitation

1983 FILMATION MOTU ANIMATED SERIES

Levitating slightly above the ground, Elden's futuristic-looking Jet Chair enabled him to move around with great proficiency despite being unable to walk under his own power. There were two levers at the control panel of the Jet Chair, granting him great maneuverability.

## ESCAPE POD



1985 FILMATION POP ANIMATED SERIES

Prince Jol's escape pod ejected him from his main ship moments before the Horde destroyed it in orbit over Etheria. The escape pod was a rounded gray module with a large, glass-covered cockpit. The pod's aft-mounted rockets enabled it to speed to safety in times of danger.

## ETERNIAN ESCORT FIGHTER

Masters of the Universe

Laser cannons

2008 MOTU CLASSICS

The Escort Fighters were a small fleet of Jet Sleds led by Sky High during the aftermath of the Second Ultimate Battleground on Eternia. The Escort Fighters greeted the *Starship Eternia* carrying He-Man during his homecoming to the planet Eternia after his father, King Randor, had passed away.

## ELFISH FISHING VESSEL



1985 FILMATION POP ANIMATED SERIES

The elves of the village of Seaworthy used humble fishing vessels to ply their trade close to the coastline. The vessels were very susceptible to damage, such as that caused by a Razorfins, so the elves kept very close to their village.

## ELYSIAN SPACECRAFT



Elysians

Ion cannons

1983 LADYBIRD MOTU BOOKS

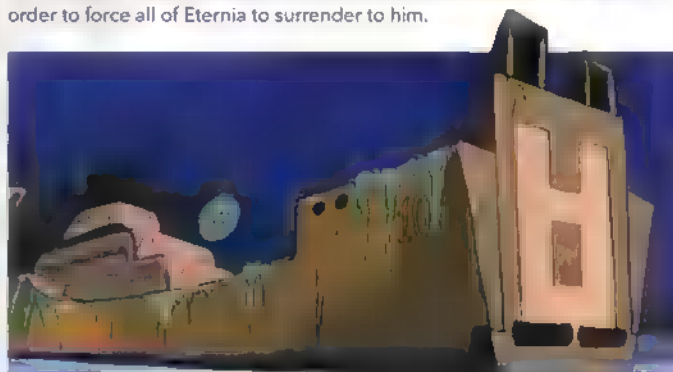
The diminutive Elysian spacecraft was no larger than the size of a basketball, which proved quite suitable for the ant-sized race of aliens. Despite its small size, the Elysians' ship packed quite a punch with its ion cannons.

## ETERNIAN FOOD SHIP

Heroic Warriors

1983 FILMATION MOTU ANIMATED SERIES

Food Ships were large freight ships used by the Heroic Warriors to distribute food grown on the Fertile Plains to points all over Eternia. In an evil plot, Skeletor captured all the Food Ships and held the food for ransom in order to force all of Eternia to surrender to him.



## ETERNIAN NAVY SHIP

Heroic Warriors

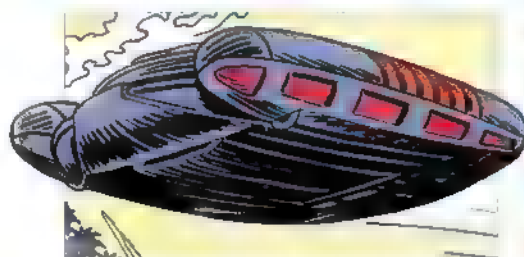
**1983** FILMATION MOTU ANIMATED SERIES

The Eternian Navy Ship was a highly futuristic vessel that could travel at immense speed. This was largely due to a unique design feature that allowed the ship to draw in the water around it before shooting it out of

two huge jets at great speed. The ship was effortlessly destroyed by the incredible strength of the Kraken.



## ETERNIAN SHIP



Heroic Warriors

**1986** UK MOTU COMIC MAGAZINES

This Eternian ship was used by He-Man and Fisto to travel through the stars on their way to the Ring System Games.

## FAIRWIND

Heroic Warriors

**1983** FILMATION MOTU ANIMATED SERIES

The Fairwind was Captain Falk's vessel, resembling a typical eighteenth-century wind-powered sailing ship with two main-sails and no visible advanced technology. It carried Prince Adam, Melaktha, and Moss Man to the lost island of Avathar.



TRIVIA: The Fairwind was the focus of an unproduced Filmation script titled "Flight of the Fairwind."

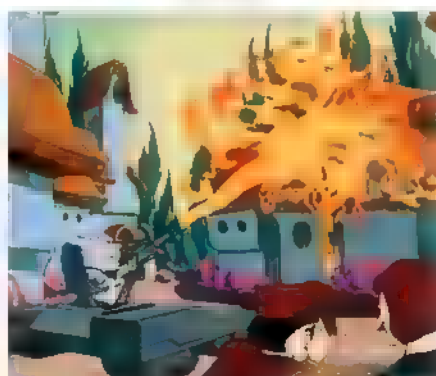
## FIRE SHUTTLE



**1983** FILMATION MOTU ANIMATED SERIES

The Fire Shuttle was invented by Man-At-Arms to fight fires. It was a two-winged shuttle that was very useful when Skeletor cast a spell that turned fireworks into fire spiders. The shuttle blasted the fire spiders out of the sky before they caused any damage.

## FLAME CANNON



**1985** FILMATION POP ANIMATED SERIES

The Flame Cannon was a Horde vehicle with treads that was typically piloted by a single Horde Trooper. The large cannon at the front of the vehicle could be used to hurl bursts of fire toward enemy targets.

## FLUTTER PLANE



Great Rebellion

**1985** FILMATION POP ANIMATED SERIES

The Flutter Plane was a flying vehicle with a central piloting pod framed by colorful wings that flapped during flight.

## FLYING SHIP



Great Rebellion

Magical flight

**1985** FILMATION POP ANIMATED SERIES

In order to rescue He-Man from Beast Island, Madame Razz conjured a flying ship that looked in every way like a typical seafaring sailing vessel, except that it could magically fly through the air. Hordak destroyed the flying ship with his Annihilator attack craft.



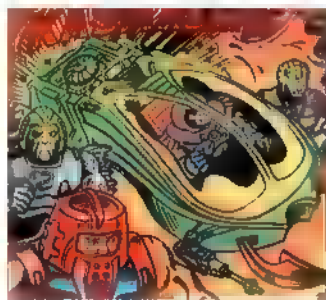
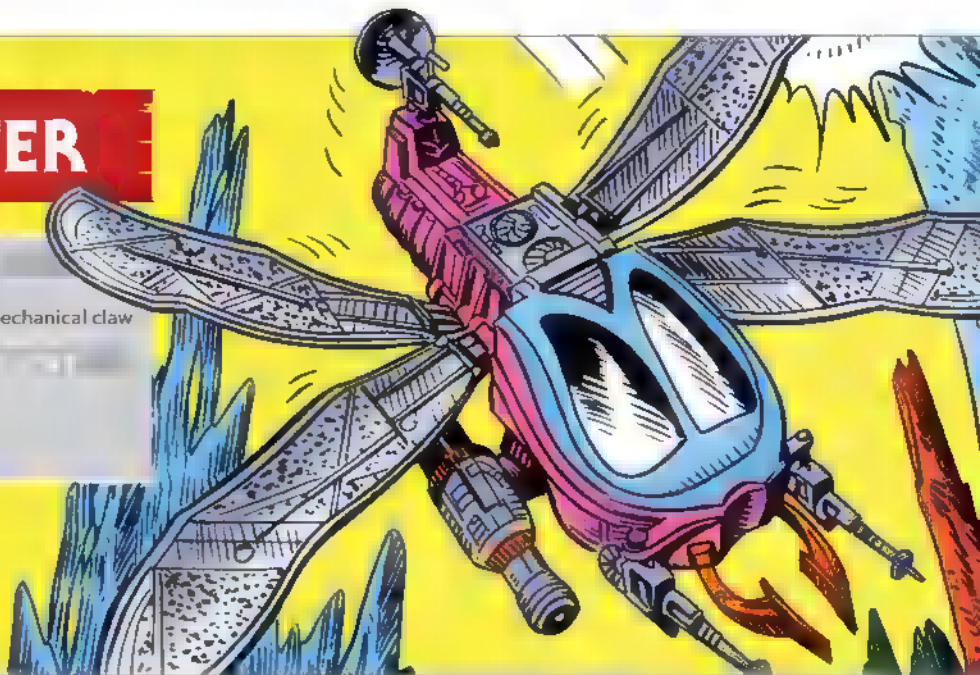
# FRIGHT FIGHTER

Evil Dragonfly Attack Vehicle

Evil Warriors  
Monster Warriors  
Demons of Evil  
Evil Horde

Laser cannons  
Large pincer/mechanical claw

Stealth  
Flight



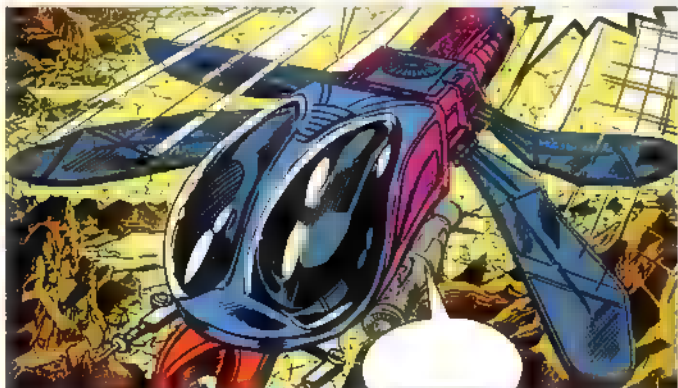
## 1983 MOTU MINICOMICS ■ 1984 UK WORLD MOTU ANNUALS

The Fright Fighter was an intimidating flying vehicle resembling an enormous dragonfly. The Evil Warriors used the single-pilot fighter in their heinous attacks against the Heroic Warriors. The Fright Fighter was an ornithopter with four large flapping insect-like wings on its sides as well as a set of dangerous pincers on the front. There were also two guns mounted near the fighter's nose and a third mounted on its tail.

## 1984 GERMAN MOTU AUDIO PLAYS

The Fright Fighter became larger in the German audio plays, where it could carry two pilots. Despite its large engines, it could fly in stealth mode and be completely silent. After it was built, Skeletor used the Fright Fighter as his aerial transport of choice.

## 1986 MARVEL STAR MOTU COMICS



Skeletor's wasp-like flying vehicle the Fright Fighter could attack with front-mounted laser cannons as well as a front pincer to capture and hold opponents. The fighter had two large engines below its four flapping wings.

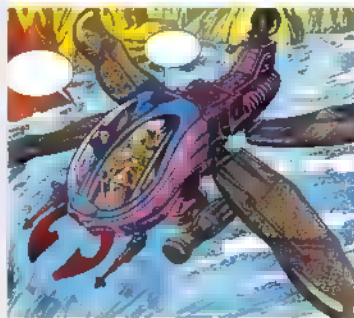
## 1986 UK MOTU COMIC MAGAZINES

In the UK comic magazines, the Fright Fighter was shown to be an invention of Hordak, rather than Skeletor. Hordak tasked his servant Dragstor with test piloting the Fright Fighter on a terror raid, leading to a battle with Man-At-Arms and Roboto. The Fright Fighter's attack modes could be switched between High-Speed Chaser and Hover-Fighter. Skeletor later stole the Fright Fighter from Hordak and used it as his own vehicle.



## 1987 GERMAN EHAPA MOTU COMICS

The Fright Fighter once again was shown to carry two pilots instead of one, though it was still equipped with laser guns and its mechanical capturing claw. It belonged to the Demons of Evil, but while the Demons had several Rotons for aerial assault, only one Fright Fighter was built.



## FRIT'S PUSHCART



## 1985 FILMATION POP ANIMATED SERIES

Frit, the traveling bottle collector, used his pushcart to collect bottles from various villages. His animal, True Blue, was taken by Horde Troopers, forcing him to pull the cart himself. On the road near the Whispering Woods, he lost control of the cart, and it threatened to run him over.

## FROSTA'S SILVER SLEIGH



Great Rebellion

1983 LADYBIRD POP BOOKS

Frosta's Silver Sleigh was her main transportation on the ground. It was pulled by four blue ponies she controlled with her silver whistle. Only the person who had mastered the silver whistle could have complete control over the four ponies, so if an enemy tried to steal them, they were usually bucked off.

## GALACTIC PATROL SHIP

Interplanetary Lawmen



1986 UK MOTU COMIC MAGAZINES

The Galactic Patrol Ships were used by a faction of interplanetary lawmen who enforced justice and pursued intergalactic criminals across the cosmos.

## GAME MASTER'S SHIP

1983 FILMATION MOTU ANIMATED SERIES

The Game Master's ship was an imposing, saucer-like spacecraft, ideal for transporting him and his warrior slaves throughout the universe. The ship housed training areas for his warrior slaves, jail cells for those unwilling to partake in battle, and an arena in which the Game Master would enjoy watching individuals fight one another.



## GAOLOTIA ESCAPE SHIP



1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Gaolotia Escape Ship was a small, four-person spaceship which Skeletor planned to use to escape the prison ship *Gaolotia* before it was destroyed by a comet.

## GARGON WARRIORS' HOVER DISC

1983 FILMATION MOTU ANIMATED SERIES

The Gargon Warriors that served Queen Balina traversed the jungles of Etemia atop Hover Discs, capable of moving with great speed and maneuverability.



## GLEANON CATAPULT

Space Mutants Gleanons



1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Gleanon catapults formed an important part of the warriors' army. The catapults featured skull-faced laser cannons and could seat four Gleanon troopers. When activated, the catapult launched the four troopers into battle and allowed them to create battle formations in midair.

## GLEANON FIGHTER

Space Mutants Gleanons

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Gleanon fighters were the primary weapons in the warriors' military arsenal. They were small, single-occupant spacecraft that all Gleanons were expected to pilot in the line of duty.



## GLEANON TROOP TRANSPORT

Space Mutants Gleanons



1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Gleanon Troop Transports were large vehicles that carried soldiers into battle.

## GLEANON WHIRLWHEEL

AFFILIATIONS

Space Mutants Gleanons

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Gleanon Whirlwheel was a vehicle devised by Crita. It featured four whirling turrets, each manned by a Gleanon trooper.



## GOBLIN SHIP

Goblins

Laser cannons

1983 FILMATION MOTU ANIMATED SERIES  
General Tataran's goblin mercenaries flew green sky ships featuring an X-shaped wing configuration and devastating laser cannons.

X-shaped wing configuration and devastating laser cannons.

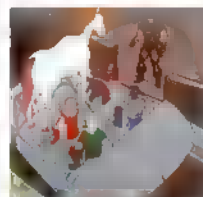
## GORGON'S SUBMARINE

1983 FILMATION MOTU ANIMATED SERIES

Although bearing some similarities to a traditional submarine, Gorgon's boat was a futuristic-looking vessel that was just big enough to carry him and two henchmen. The boat had a glass dome at the front end that enabled those onboard to observe the waters in front of them.



## GRAVBOAT

1985 FILMATION POP ANIMATED SERIES  
Gravboats were emergency life rafts onboard Sea Hawk's ship, the *Solar Sailor*. They were painted gray and could be strung together to safely transport a crew away from the main ship in an emergency.

together to safely transport a crew away from the main ship in an emergency.



## GREAT PYRAMID SHIP

Trollans



**1983** FILMATION  
MOTU ANIMATED  
SERIES

When Orko's Trollan friend Squonge visited Eternia, he arrived in a pyramid ship. The great silver pyramid had clean lines with a single hatch opening at its apex.

Booster rockets mounted under the pyramid's base allowed it to take off and land.

## GUARDIAN SHUTTLE

Galactic Guardians

**1990** NEW ADVENTURES OF HE-MAN  
ANIMATED SERIES

The Guardian shuttle was a Priman spaceship piloted by Tuskador and used to transport delegates from vessels parked in orbit around Primus so as to avoid having to lower the shield protecting planet Primus from the Mutants.



## HORDAK'S LIGHT CRUISER



Evil Horde

Light-speed capability

**1983** GOLDEN MOTU BOOKS

Hordak's Light Cruiser was a spaceship that appeared to be made up of pure light and could travel upon light. In reality, the ship was powered by an element known as Etheramite that allowed Hordak to travel to Eternia from the planet Etheria after Skeletor had stolen some of the precious mineral for himself. The Light Cruiser acted as Hordak's flagship during the Horde's debut in the Golden hardcover books.

## GYRATTACKER

Gyrattacker

Heroic Warriors

Two laser guns

Spinning action

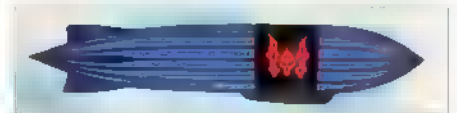


**1983** MOTU MINICOMICS

The Gyrattacker was a blue, four-wheeled, two-person vehicle invented by Man-At-Arms. Its front cockpit could spin at a high velocity, enabling the rider to deliver destructive repeat punches to enemies. There were also two laser guns mounted on the spinning cockpit.

**TRIVIA:** Although a toy was planned and a prototype with box art created, the vehicle was ultimately never produced and only appeared in the *Energy Zoids* minicomic. It was intended to launch Rotar and Twistoid into battle, explaining its appearance in *Energy Zoids*, which was packaged with both figures.

## HORDE AIR CRUISER

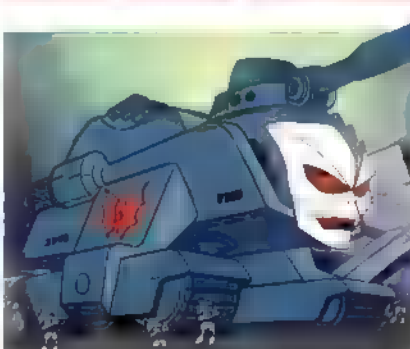


Evil Horde

**1985** FILMATION POP ANIMATED SERIES

The Horde Air Cruiser was a large zeppelin complete with its own prison cells. It was mainly used for flying great distances away from the Fright Zone.

## HORDAK'S COMMAND CRAWLER



Evil Horde

Laser cannons

**1985** FILMATION POP ANIMATED SERIES

Hordak's Command Crawler was a giant land vehicle with massive treads that stood twice the height of a Horde Trooper. Like many Horde vehicles, the likeness of Hordak himself decorated the front of the vehicle. A large cannon was mounted on its roof, with numerous smaller cannons positioned directly behind it. Hordak's throne resided inside the Crawler, along with a view screen and panels to control the vehicle's many gadgets. The imposing Command Crawler sparked fear in those who came across it.

## HORDE AIR TRANSPORT



Evil Horde

**1985** FILMATION POP ANIMATED SERIES

The Horde Air Transport was a flying command ship used by Catra to invade the kingdom of Bluestone. The Horde also used the vehicle to transport prisoners to Beast Island, and it was even large enough to transport Sorrowful, a full-grown dragon.



## HORDE ARMORED CONVOY VEHICLE

Evil Horde

**1985 FILMATION POP ANIMATED SERIES**

The Horde used the heavily armored Convoy Vehicles to transport valuable goods and other wealth that had been confiscated by the Horde from the Etherian peasants as taxes.



## HORDE AUTO REAPER

Evil Horde

**1985 FILMATION POP ANIMATED SERIES**

The Horde Auto Reaper was an automatic robotic grain harvester. One of the few Horde machines not designed for destruction, the Reaper could still cause damage and havoc due to the negligence of the Horde Troopers who were assigned to oversee its operation.

## HORDE COMMAND CAR

Evil Horde

**1985 FILMATION POP ANIMATED SERIES**

The Horde Command Car was an open-air jeep-like vehicle with a gun turret at the rear. The car could drive automatically and responded to Hordak's voice commands.



## HORDE CONVOY TRUCK

Evil Horde

**1985 FILMATION POP ANIMATED SERIES**

The Horde Convoy Truck was a gray ground vehicle used by the Horde to help transport goods during a high-security convoy.

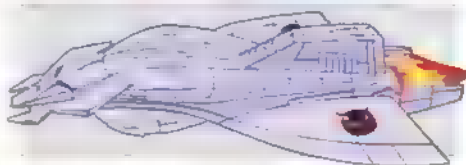


## HORDE CRUISER

Evil Horde

**1985 FILMATION POP ANIMATED SERIES**

The Horde Cruiser was a vessel designed for travel in deep space and use around Horde World. Piloting the ship took great technical knowledge to use the complicated controls, automatic defense systems, and light-speed capabilities. Like most Horde vehicles, the ship was gray with a grotesque mask on its front.



## HORDE DIGGING MACHINE

Evil Horde

**1984 UK WORLD MOTU ANNUALS**

The Horde Digging Machine was similar in appearance to a bulldozer, with the addition of large steel



jaws used for digging. It was painted silver and had large tank treads and a satellite dish mounted on its roof.

## HORDE DREADNOUGHT

Evil Horde

**1985 FILMATION POP ANIMATED SERIES**

The Horde Dreadnought was a giant aircraft carrier used by Hordak's navy. It had massive firepower and could launch aircraft into battle, giving the Horde the advantage of sea and air strikes.

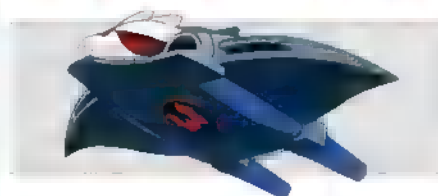


## HORDE DREADNOUGHT LANDING SHIP

Evil Horde

**1985 FILMATION POP ANIMATED SERIES**

The Horde Dreadnought launched a smaller landing ship when deploying troopers ashore. The small craft resembled a gray sea monster with fins coming out of the top and an almost lizard-like face at the front. The craft floated on two pontoons and had a single hatch for exit and entry.



## HORDE DREDGER

Evil Horde

**1986 UK POP COMIC MAGAZINES**

The Horde Dredger was used on the moon of Elidor to dredge the Dust-Sea in the hope of finding the legendary Moon Jewel buried there.

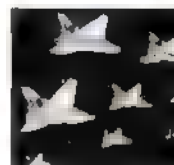


## HORDE FLEET

Evil Horde

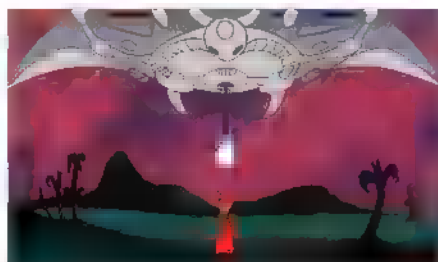
**1985 FILMATION POP ANIMATED SERIES**

The Horde fleet was Hordak's massive military attack force on the planet Etheria. The fleet consisted of Destructo Tanks, Bat-Meks, and shuttles in orbit waiting for Modulok's gate maker to open a portal to Eternia for a Horde invasion.





## HORDE FLIER



Evil Horde

## 1985 FILMATION POP ANIMATED SERIES

When the Horde first came to Etheria, they made a deal with Shadow Weaver to betray the Council of Kings in exchange for power beyond imagining using a powerful gem carried by the Horde Flier. The Horde aircraft was colored gray like most Horde vehicles and sported large wings and a hatch located on its underside from which it could lower the Power Gem to bathe Shadow Weaver in magic-enhancing energy.

## HORDE FLYING CRAFT

Evil Horde

Laser cannons

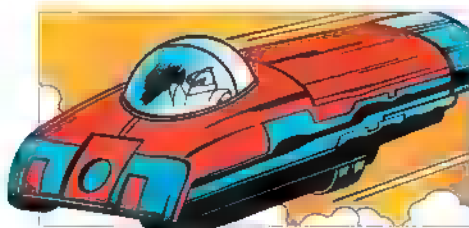
Blast power

## 1983 GOLDEN MOTU BOOKS

The Horde Flying Craft was a large, olive-green, jet-propelled aircraft. Its cockpit had the appearance of a glass bubble. The Horde Flying Craft was often utilized by Horde Troopers and could attack enemies with a single laser cannon mounted on the front of it.

## 1984 UK WORLD MOTU ANNUALS

The large aircraft's design was mostly unchanged in the World annuals, aside from its new red color with blue trim. Bow caused this vehicle to explode with one of his arrows.



## HORDE GLONDA

Evil Horde

## 1985 FILMATION POP ANIMATED SERIES

The Horde Glondas were small single-occupant vehicles similar to Sky Sleds. They were usually piloted by Horde Troopers and their commanders, who used them to hover above the ground and fire lasers from front-facing guns.



## HORDE GROUNDBUSTER



Evil Horde

## 1985 FILMATION POP ANIMATED SERIES

The Horde Groundbuster was a ground vehicle the Horde used for mundane tasks, like collecting taxes, rather than battle. The open-air jeep-like vehicle had a freeze cannon mounted on the top behind the front passengers.

## HORDE HIGH-POWERED ATTACK VEHICLE

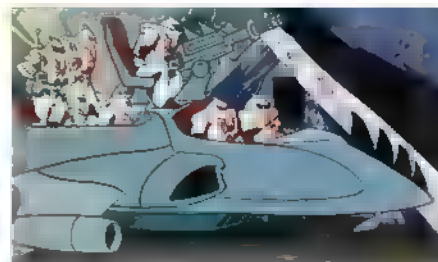


Evil Horde

## 1985 FILMATION POP ANIMATED SERIES

The Horde's High-Powered Attack Vehicle was a large, eight-wheeled ground transport with a freeze ray cannon mounted on its roof. Like most other Horde machinery, it was gray with Horde bat logos on the front and sides.

## HORDE HOVER SHUTTLE



Evil Horde

## 1985 FILMATION POP ANIMATED SERIES

The Hover Shuttle could carry nearly a dozen Horde Troopers and was outfitted with a turret laser canon. The open-air shuttle made it easy for Troopers to load and unload quickly during battle. The air-plane-shaped shuttle hovered off the ground but could move swiftly with its twin engines.

## HORDE JET MACHINE



Evil Horde

## 1985 FILMATION POP ANIMATED SERIES

The Horde Jet Machines were flying vehicles used by the Horde Troopers to spray a magical poison

designed to destroy the trees and shrubs of the Whispering Woods. The black Roman-style chariot possessed jets on its underside that propelled it in flight. The Jet Machine's front was black with a prominent red Horde bat logo.

## 1985 FILMATION MOTU/POP ANIMATED CHRISTMAS SPECIAL

Hordak piloted a slightly more elaborate Jet Machine of his own.

## HORDE JET SLED

Evil Horde

Aerial Combat



**1986** UK MOTU  
COMIC MAGAZINES

The Horde Jet Sled was an air vehicle similar to the Jet Sleds used by the Heroic Warriors on Eternia. In true

Horde style, it was gray and shaped like a bat.

## HORDE LANDING BOAT

Evil Horde

**1985** FILMATION POP  
ANIMATED SERIES

The Horde used open-air landing boats to capture the pirates on Rocky Island. The landing boats launched from the Horde Dreadnought, which was commanded by Admiral Scurvy.



## HORDE MEK-TRAIN



**1985** FILMATION POP  
ANIMATED SERIES

The Horde Mek-Train was a ground vehicle that transported prisoners and stolen grain from Rebel-sympathizing farmers on Etheria. Rather than running on a train track, the Mek-Train had wheels that could travel on ordinary roads. There were multiple cars headed by a main engine that pulled the train.

## HORDE PERSONNEL CARRIER

Evil Horde

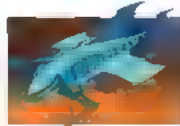
**1985** FILMATION  
POP ANIMATED SERIES

The Horde Personnel Carrier was a command transport with sixteen wheels encased by treads. The command ship could be used in a high-security transport often carrying Hordak and, on occasion, Horde Prime's own son, Prince Zed.

HORDE PRIME'S  
COMMAND SHIP

Velvet Glove

Evil Horde

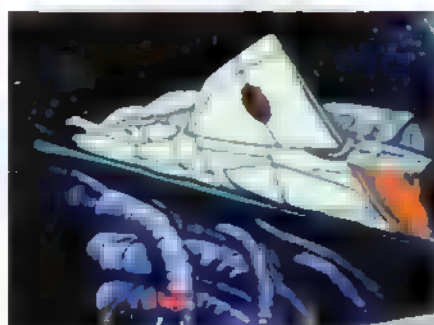


**1985** FILMATION  
MOTU/POP ANIMATED  
CHRISTMAS SPECIAL

The Command Ship transported Horde Prime when he took personal interest in two Earthling children that had been teleported to Eternia. The ship was huge but had very little weaponry, save for a large, claw-like device and one oversized cannon. The interior, much like the Fright Zone, was bathed in a red glow.

**1986** UK TWINS OF POWER MAGAZINE

Horde Prime's command ship was even larger in the UK *Twins of Power* special, serving as an intergalactic base from which he traveled the cosmos overseeing the Horde Empire. The ship was so immense that it had its own atmosphere. The ship was defended by hundreds of Horde Troopers and filled with traps to capture intruders. Horde Prime operated from the Master Chamber at the center of the ship. There was also a Private Escape Teleporter onboard the ship, so that Prime would be able to desert the ship if it was ever in danger of total defeat.

HORDE PRIME'S  
VACATION SHIP

Evil Horde

**1985** FILMATION POP ANIMATED SERIES

Looking forward to a vacation for the first time in five hundred years, Horde Prime took a two-week trip to a tropical planet called Tropica. His vacation ship—a jet-propelled shuttle with wings—transported him from his flagship, the *Velvet Glove*, to his destination.

## HORDE PRISON SHIP



Horde Battle Cruiser

Evil Horde

Transforming from transport ship to battle cruiser

**1985** FILMATION POP ANIMATED SERIES

The Horde Prison Ship was a seafaring vessel used by the Horde to capture and transport prisoners. The large gray ship was heavily armed with trapper missiles, laser cannons, and an electroshock defense system.

The Prison Ship could transform into an armed mode called the Horde Battle Cruiser.

## HORDE PRISON WAGON



**1985** FILMATION POP  
ANIMATED SERIES

The Horde Prison Wagon was a truck with a large cargo hold in the back for prisoners, who were contained behind a barred door.

## HORDE SAW MACHINE



Evil Horde

**1985** FILMATION POP ANIMATED SERIES

The Horde Saw Machine was a ground vehicle that could be piloted by Horde Troopers and was used to cut down trees. The massive gray vehicle had a long, chainsaw-like blade at the front that could cut down anything in its path.





## HORDE SCOUT SHIP

Evil Horde

## 1983 FILMATION MOTU ANIMATED SERIES

The Horde Scout Ships were sleek silver flying attack craft piloted by reptilian Horde scouts that helped Morgoth the Terrible launch his assault on Eternia. With their massive firepower, the ships attacked the small village of Nowella, destroying most of the village and taking its people captive. The invasion prompted the young woman Teela Na to seek assistance from Castle Grayskull, eventually leading to her becoming the Sorceress.

## 1983 LADYBIRD MOTU BOOKS

In the Ladybird books, Horde Scout Ships were smaller space vessels used by Hordak's Annihilator. Commonly piloted by Hordak's evil Imps, they performed reconnaissance operations. Like many Horde vehicles, they sported a likeness of Hordak on their front, with two red eyes that served as the cockpit's windshield.

## HORDE SHIP

Evil Horde

## 1985 FILMATION POP ANIMATED SERIES

This gray Horde vessel was a seafaring ship used to catch a whale for Horde Prime. The ship was outfitted with cannons, a massive laser, and powerful engines.

## HORDE SHUTTLE TRANSPORT

Evil Horde

## 1985 FILMATION POP ANIMATED SERIES

The Horde Shuttle Transport was a large treaded ground vehicle used to transport soldiers and slaves. The sleek gray conveyance had a hatch on one side and a windshield in the front.

## HORDE SKYCYCLE

AFFILIATIONS  
Evil Horde

## 1985 FILMATION POP ANIMATED SERIES

The Horde Skycycle was basically a rocket that could carry a single Horde Trooper. Designed for speed, the Skycycle had twin laser blasters at the front, enabling it to chase down enemies and blast them out of the sky.

## HORDE SLAVE TRANSPORT

Evil Horde

## 1985 FILMATION POP ANIMATED SERIES



The Horde Slave Transport was a massive treaded vehicle that carried captured enemies to be used as slaves. The front of the vehicle showcased Hordak's likeness, and the slaves were swept up into the transport via a contraption that resembled a vacuum tube. This sinister loading system was achieved with mechanical efficiency via a treadmill and tractor beam.

The Horde occasionally used a smaller version of the armored Horde Slave Transport for smaller campaigns where fewer captives were expected.

## HORDE TAX GALLEON

AFFILIATIONS  
Evil Horde

## 1985 FILMATION POP ANIMATED SERIES

The Tax Galleon was a Horde ship that was loaded with money collected as taxes to be delivered to the Fright Zone. The large sea vessel was a prime target for pirates like Sea Hawk, who observed, "The galleons carry gold, not guns."

## HORDE TRANSPORT

AFFILIAT  
Evil Horde

## 1985 FILMATION POP ANIMATED SERIES

This treaded Horde ground assault vehicle possessed a typical Horde design with a gray chassis and red Horde symbols on its sides. The Horde used it to transport food stolen from the Rebels to Horde warehouses.

## HORDECOPTER

AFFILIATIONS  
Evil Horde

## 1984 UK WORLD MOTU ANNUALS

Hordecopters were simple double-bladed helicopters adorned with the Horde symbol on their sides.

## HOVER BIKE

Primans  
Galactic Guardians

## 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Hover Bike was an invention of the Priman scientist Alcon. It could hover in the air as long as the rider was pedaling.

## HOVER BOARD

Primans  
Galactic Guardians



**1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES**  
The Hover Board was a flying skateboard-like device owned by the Priman teenager Caz.

## HOVER CART

**1983 FILMATION MOTU ANIMATED SERIES**

The Hover Cart was a high-tech version of a stretcher and could carry a medical patient without the need for wheels, making it ideal for transportation over uneven terrain.



## HOVER GLOBE



Primans  
Galactic Guardians

**1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES**

Hover Globes were a Priman device that allowed the rider to hover above the ground by standing on a floating ball.

## HOVER TRACTOR

Affiliations:  
Primans  
Galactic Guardians



**1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES**  
The Hover Tractor was a device created by the Priman scientists Alcon and Gepple. It was designed to seed, water, and maintain farmland.

## HUNTARA'S SHIP



Laser cannons

**1985 FILMATION POP ANIMATED SERIES**  
Huntara's ship was a shuttle capable of interplanetary flight. The ship looked similar to the US Air Force's SR-71 Blackbird but had a grayish-green color with front-mounted laser cannons on four X-shaped wings.

## HUNTER ROBOT

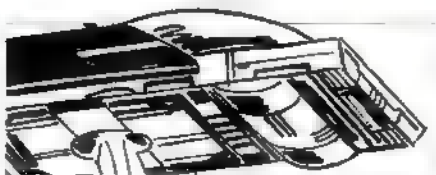


Evil Warriors

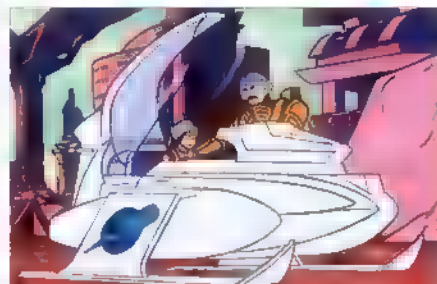
**1983 FILMATION MOTU ANIMATED SERIES**  
Hunter Robots were hovering vehicles that resembled jet skis and were used by Skeletor's Evil Warriors to hunt down prey. The Hunter Robots looked like fearsome mechanical hunting dogs with demonic features. They were colored orange and were meant to be piloted by a single warrior.

## HYDRON'S SHIP

**1986 UK POP COMIC MAGAZINES**  
The alien creature Hydron from the planet Ocenus used his ship to steal the water from the planets he visited. His ship was fitted with his Compacto-Ray, which he used in cooperation with Hordak to steal the Etherian seas. Following a fight between Hydron and Hordak, the ship's Power Coil was damaged and the ship was at risk of exploding. Hydron's only choice to save the ship was to dump the water from the Compacto-Ray back in the sea before leaving Etheria.



## ICE RAIDER



Affiliations:  
Heroic Warriors  
Masters of the Universe  
Eternian Royal Guard

**1983 FILMATION MOTU ANIMATED SERIES**  
The Ice Raider, which resembled a white Wind Raider with an enclosed cockpit, was outfitted to be used in the extreme cold of the Eternian arctic. The Ice Raider could also open the protective barrier surrounding the Eternian Weather Station.

**2008 MOTU CLASSICS**  
The Evil Warrior Whiplash attempted to steal the Ice Raider from King Randor and give it to Skeletor, but his failure led to Skeletor recruiting Icer, Evil Master of Cold. Icer also attempted to steal the Ice Raider but failed.

## ICE YACHT



Affiliations:  
Great Rebellion

**1986 UK POP COMIC MAGAZINES**  
Frosta used her Ice Yacht as a form of transportation. The ship was propelled across the ice by a polar wind Frosta created with her magic wand.



## INSPECTOR DARKNEY'S SHIP

Evil Horde

1985 FILMATION POP ANIMATED SERIES

Inspector Darkney came to Etheria onboard his spaceship after Horde Prime sent him to oversee



Hordak's progress (or lack thereof) in quelling the Great Rebellion. Inspector Darkney's ship somewhat resembled the Earthling Apollo 11 spacecraft, except that his ship was considerably larger and more advanced, with

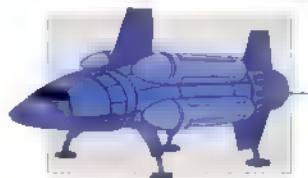
a windshield covering the cockpit and a fold-down hatch. The ship was well armed and ready for combat.

## INTERGALACTIC POLICE SHIP

Intergalactic Police

1983 FILMATION MOTU ANIMATED SERIES

The Intergalactic Police piloted a ship that resembled a cross between a shuttle and a rocket. The



ship had four fuel canisters—two on each side of the ship with front and rear fins. The ship had a single window for the

pilots at the front of the vehicle, and it could fly swiftly through space to capture wanted outlaws, such as the Slavemaster.

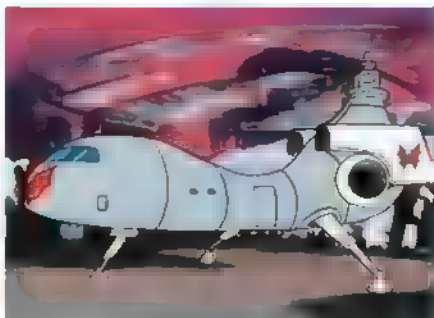
## JACOB'S FISHING BOAT



1983 FILMATION MOTU ANIMATED SERIES

This small fishing boat served as a home to the simple hermit Jacob. Mer-Man used the boat as an attack target for his mechanical sea monsters. The fishing boat was destroyed, but He-Man saved Jacob from Mer-Man's attack.

## JET COPTER



Evil Horde

1985 FILMATION POP ANIMATED SERIES

The gray, bulbous Jet Copter was a flying Horde vehicle that had a main propeller turbine at the rear, retractable landing gear, and a single windshield for the pilot at the front.

## JET CRAWLER

Heroic Warriors

1983 FILMATION MOTU ANIMATED SERIES

A multiperson land vehicle, the Jet Crawler had a



silver body, red treads, and a transparent, dome-covered cockpit. The rocket-propelled Jet Crawler could carry four people swiftly to their destination.

## JET CYCLE



1985 FILMATION POP ANIMATED SERIES

Used by Prince Kevin, the Jet Cycle was a small gray flying cycle with a large red engine underneath the main body.

## JET SCOOTER

Royal Family of Eternia  
Heroic Warriors

Flight

1983 GOLDEN MOTU BOOKS

Jet Scooters were small jet-propelled vehicles, commonly used by Eternians for racing and recreation. Prince Adam and Teela were seen riding these vehicles around the Royal Palace of Eternia.

## JET SKI



Heroic Warriors

Speed

1983 FILMATION MOTU ANIMATED SERIES

Operated by a remote control held by the user, the Jet Skis designed by Man-At-Arms were able to traverse the snow at a great pace due to the tiny jets on the backs of the skis.

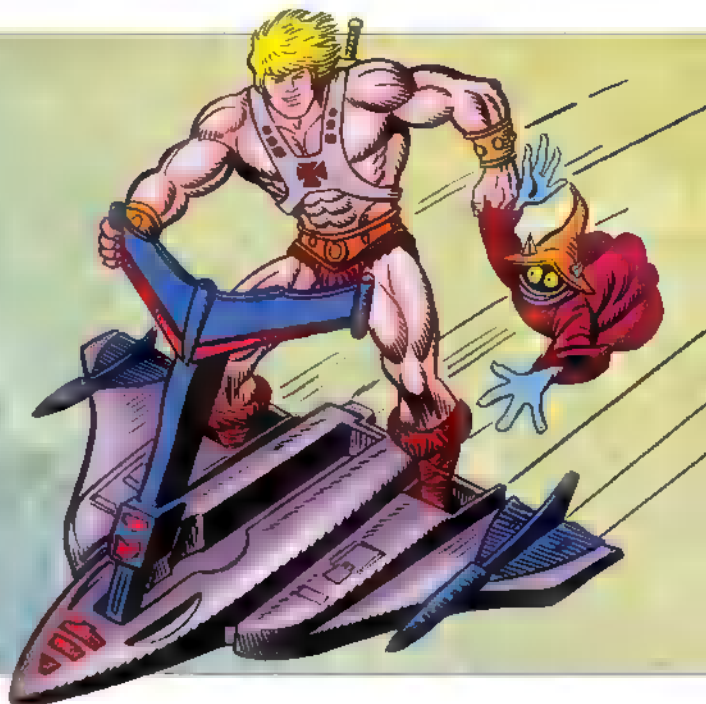
# JET SLED

Heroic Warriors

Two laser blasters on the wings

Flight

Conversion from glider to jetpack



## 1983 MOTU MINICOMICS

The Jet Sled was a small one-person flying transport invented by Man-At-Arms. It could carry its pilot through the air at high speeds. The rider typically stood with legs apart and one foot on each wing. The Jet Sled was equipped with laser guns mounted on the front of its wings.

## 1984 UK WORLD MOTU ANNUALS

Jet Sleds were still used by He-Man and the Heroic Warriors as personal jet-propelled transports in the World annuals; however, they could also be converted into jetpacks that attached to backpack armor worn by the pilot.

## 1984 GERMAN MOTU AUDIO PLAYS

The Masters of the Universe used several Jet Sleds as rocket-powered gliders to travel between Grayskull and Eternis.

## 1986 MARVEL STAR MOTU COMICS

The Jet Sleds boasted improved maneuverability in the Marvel Star comics, though they still carried a single rider who controlled a vertical steering column.

Because of their small footprint and maneuverability, they were used in training sessions as well as in live combat.



## 1986 UK MOTU COMIC MAGAZINES

The Jet Sleds were constructed by Man-At-Arms in the UK comic magazines when he felt the Heroic Warriors needed a form of air travel faster than the Wind Raiders and Sky Sleds. Built-in communications units allowed the sled's pilot to keep in contact with a ground base. For short trips, a Jet Sled could also be worn as a rocket-fueled jetpack.

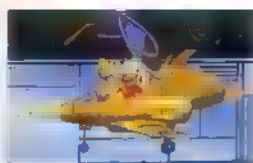


## 1987 GERMAN EHAPA MOTU COMICS

The Heroic Defenders used numerous versatile Jet Sled gliders in combat and as transportation, but their capability to transform into jetpacks remained a distinctive feature that made them valuable vehicles.



# JUGGERNAUT



Activation  
Space Mutants

Irony  
Drill

## 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Juggernaut was a heavily armored tank-like device designed by Skeletor. It was practically invulnerable to attack by conventional weaponry, and only the Sword of Power could cut through its tough shell. It was armed with a large drill, which enabled it to create a tunnel down to Onnor.



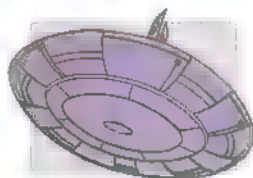
## KEEPER'S SHIP



**1983** FILMATION MOTU ANIMATED SERIES

The Keeper's ship was a large metallic vessel that resembled a giant fish and was ideal for the Keeper's journeys of conquest throughout the galaxy. Its vast interior housed ■ of his sideshow captives, collected from a plethora of different worlds. The ship also contained a number of traps and an arsenal of offensive weaponry located on its outer hull.

## KING'S HIGH-TECH SPACESHIP



**1985** FILMATION POP ANIMATED SERIES

When Prince Kevin was transported to Etheria from his world, Madame Razz contacted his father to come and rescue him. The King's High-Tech Spaceship was round and shaped like a disk. Its underside opened to reveal a hovering platform.

## KOG'S SHIP



**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Kog's ship was a small spacecraft that allowed the interstellar guardian to travel between galaxies.

## LAND SAILER

Royal Family of Eternia

**1984** GERMAN MOTU AUDIO PLAYS

The Land Sailer was built by Man-At-Arms for the Royal Family. The elongated vehicle featured twelve axles and two large sails, propelling it at great speed. It was big enough to carry the king and queen as well as Man-At-Arms, Teela, and a group of Royal Guards.

## LAND SHARK

Evil Warriors  
Demons of Evil

Side-mounted laser cannon  
Snapping jaws



**1983** FILMATION MOTU ANIMATED SERIES

The Land Shark was a terrifying tank-like vehicle used by Skeletor's Evil Warriors. Its design featured a shark's head at the front that could bite down with sharp teeth as it advanced on its blue tank treads. In contrast to other appearances, the Land Shark was a fully enclosed vehicle

that could carry multiple passengers, similar to the Filmation series' version of the Heroic Warriors' Attak Trak vehicle. It seemed to have a form of sentience, as it was seen to engage in communication with the Attak Trak by snapping its jaws when the two vehicles had been left alone together.

**1983** MOTU MINICOMICS

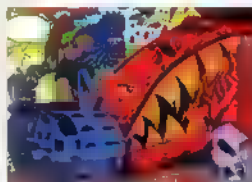
In the minicomics, the Land Shark was an open-air vehicle similar to its toy version. Horrific to behold, this purple-and-blue vehicle was usually ridden by Skeletor. During a brief alliance between Skeletor and the Horde, the evil Hordak drove the Land Shark into battle and even turned its power against Skeletor and his warriors when the two leaders began to fight among themselves.



**1983** GOLDEN MOTU BOOKS ■ **1984** UK WORLD MOTU ANNUALS



The Land Shark again appeared more like its toy counterpart in service to Skeletor's Evil Warriors; however, like the Attak Trak, ■ had a high-tech computer that controlled its actions.



**1984** GERMAN INTERPART-CONDOR MOTU COMICS

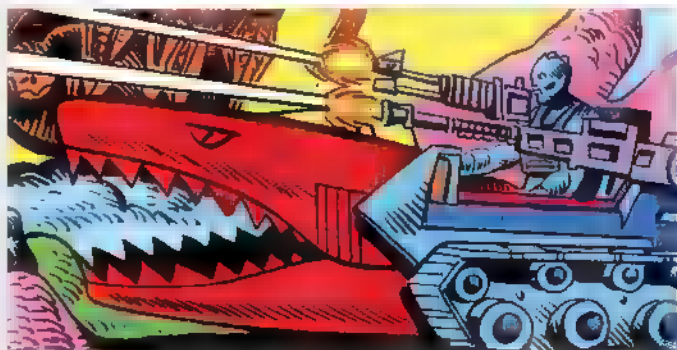
The Land Shark was one of the Demons of Evil's newer vehicles in the German Interpart-Condor comics. Aside from its two laser cannons, its main attack made use of the chomping jaw, equipped with sharp metal teeth.

**1986** UK MOTU COMIC MAGAZINES

In the UK comics, the Land Shark was a deadly vehicle used by the Evil Warriors to trap an enemy ■ its sharp jaws.

**1987** GERMAN EHAPA MOTU COMICS

The Land Shark appeared as a large tank but continued to be ■ single-occupant vehicle making use of its signature jaws and side-mounted cannons.



**2008** MOTU CLASSICS

The Land Shark appeared in the Second Ultimate Battleground being driven by Faker on behalf of the Evil Warriors, who at the time were allied with the Masters of the Universe to fight the combined armies of the Horde, the Fighting Foe Men, and the Snake Men.

# LASER BOLT

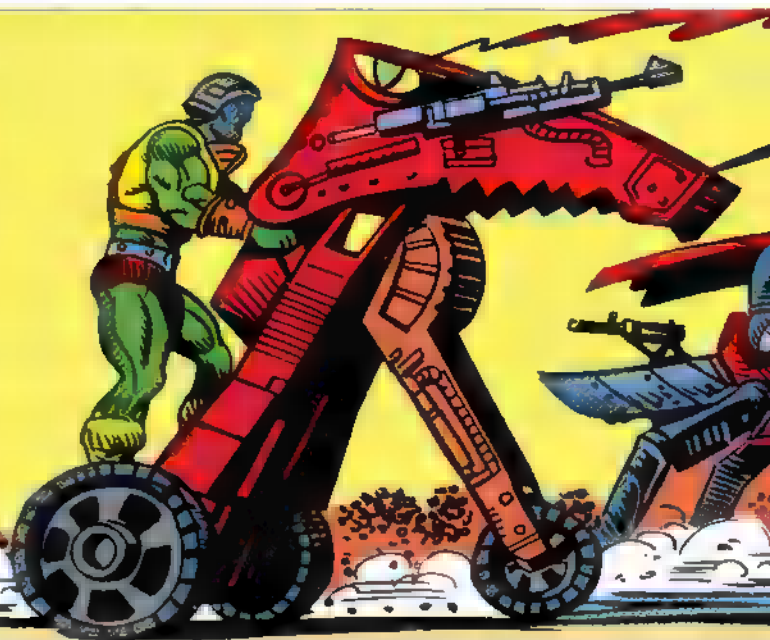
Heroic Road Rocket

Speed Bike

Heroic Warriors  
Heroic Defenders

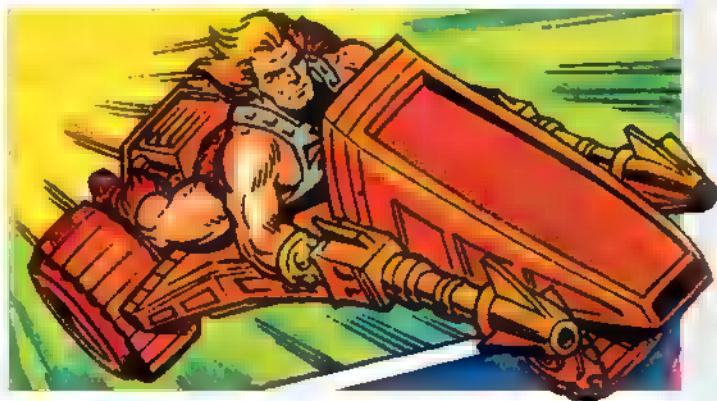
Laser guns

Immense speed and firepower



## 1983 MOTU MINICOMICS

The Laser Bolt appeared in the minicomics as a high-speed one-person vehicle employed by the Heroic Warriors. The vehicle's driver could ride while lying down until it assumed a battle position via a mechanical construct attached to the front wheel. The Laser Bolt could spring up into "standing" mode, and the rider could then trigger the two large laser cannons mounted on the sides of the vehicle.



## 1984 UK WORLD MOTU ANNUALS

The Laser Bolt was mostly unchanged in the World annuals, though it was also referred to as the "Heroic Road Rocket." The Laser Bolt was a three-wheeled speed vehicle that could switch into two positions: it could ride low to the ground for extreme speed or spring up into a defensive battle position, with mounted laser cannons that had the power to blast barriers out of the way.



## 1985 FILMATION MOTU/POP ANIMATED CHRISTMAS SPECIAL

In contrast to other canons, Filmation depicted the Laser Bolt as a flying vehicle. The Laser Bolt was a three-wheeled red vehicle which could fly at great speed with its two back-mounted rockets. The vehicle had a fully functional automatic pilot feature.



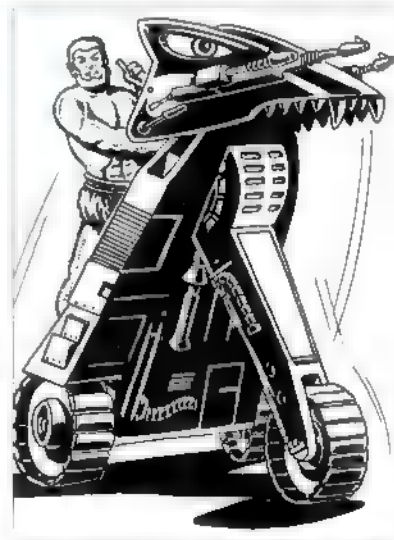
## 1986 UK MOTU COMIC MAGAZINES

The UK comic magazines gave the vehicle a more developed origin. Man-At-Arms decided to build the Laser Bolt when he realized the Heroic Warriors needed a faster land vehicle to help them take the Evil Warriors by surprise. He also knew that the closer to the ground the vehicle was, the more stable it would be and the faster it would travel. The prototype design for the Laser Bolt was called the Speed Bike and it served its intended purpose, but due to its low height it did not have a very good range of laser fire. Man-At-Arms therefore modified the Speed Bike so it could be transformed into a high-rise, long-range firing machine. Now called the Laser Bolt, it was one of the fastest and most powerful vehicles used by the Heroic Warriors.



## 1986 MARVEL STAR MOTU COMICS

The Marvel Star comics reiterated that Man-At-Arms invented the Laser Bolt as a vehicle with great power that could race into battle and then rise to an upright position to fight the enemy with its two front-facing laser cannons.

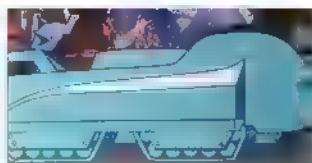


## 1987 GERMAN EHAPA MOTU COMICS

The German Ehapa comics explained that the Laser Bolt was not as fast as the Road Ripper, but it was still one of the fastest rides of the Heroic Defenders. When it lifted up into battle mode, it had the added bonus of protecting its driver like a shield.



## LASER TANK



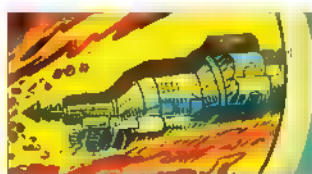
Darmi

Front-mounted lasers

1983 FILMATION MOTU ANIMATED SERIES

Kobra Khan and Webster hijacked one of the Darmi's Laser Tanks to escape from He-Man and Granamyr. The tank was a large, cylindrical vehicle that had a round glass-covered cockpit, and it could fire lasers from the front end.

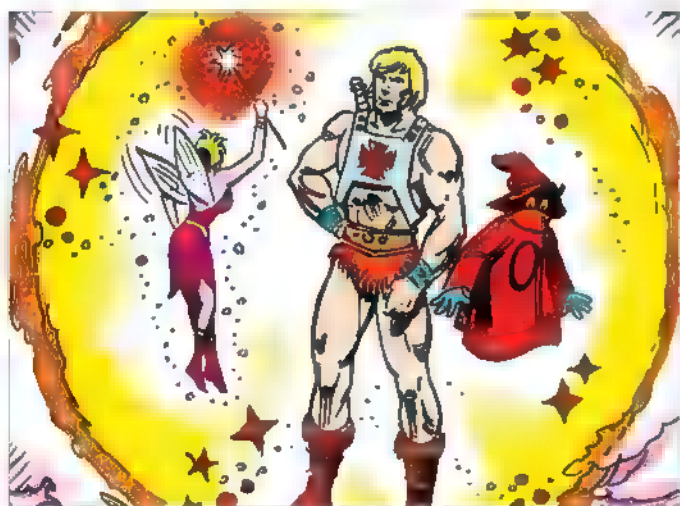
## LAVATON MACHINE

1987 GERMAN EHAPA  
MOTU COMICS

To obtain the Tronyx, Hordak and King Hiss used the Lavaton Machine. Instead of containing a driver, the vehicle was remote controlled a drill its way through Fire Mountain. It was supposed to grab the stone with its extendable claws. Instead, the Lavaton Machine caused Fire Mountain to explode once it reached the Tronyx, destroying the vehicle.

Drilling through any  
material

## LIGHTSHIP



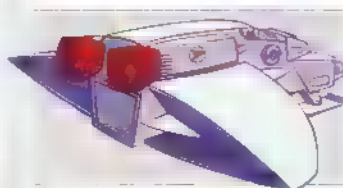
Amders

Magical shape shifting

1986 UK MOTU COMIC MAGAZINES

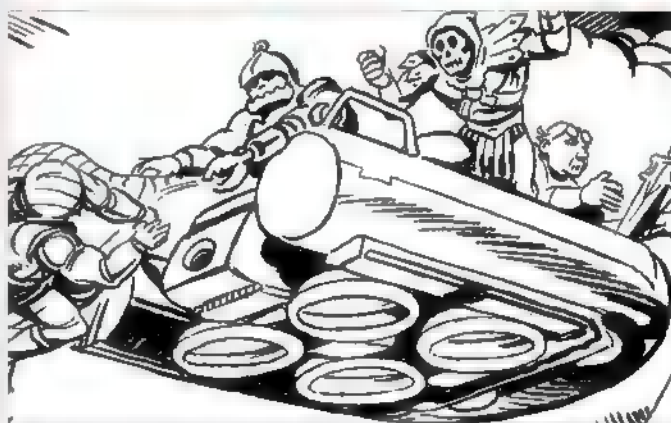
The Lightship was the magical craft used by the Amders to travel the universe and spread their Dream-Dust to help the natives of the planets they visited tell happy tales. The Lightship could be re-formed into any shape of the Amders' choosing. When the Amders came to Eternia to absorb a portion of Castle Grayskull's energy to power their Dream-Dust, they copied the shape of Castle Grayskull for the Lightship.

## LODE STAR

1983 FILMATION MOTU  
ANIMATED SERIES

The Lode Star was an Eternian ship used for traveling between worlds. The white ship was surprisingly small but highly effective with its large red rockets located at the back.

## MAGNETRON



Evil Warriors

Magnetic attraction

1986 UK MOTU COMIC MAGAZINES

The Magnetron was the invention of Kratos, a humble scientist desperate to please Skeletor. This solar-powered flying machine was able to attract iron, or metals that contained iron, to its base. As most weapons used by the Heroic Warriors were made of some form of iron, they could be easily disarmed before a battle. The Evil Warriors managed to capture He-Man's Sword of Power with the machine during a test run but did not realize it, as the sword was taken from Prince Adam, who they did not know was also He-Man. When the villains returned for a full-on assault, Prince Adam managed to trick them into flying over an iron mine. The iron mine was bigger than the Magnetron, and when the Magnetron was sucked down toward the mine, the vehicle was destroyed.

## MANTENNA'S SHIP



Evil Horde

1985 FILMATION POP  
ANIMATED SERIES

Mantenna's ship was a flying vehicle with two wings and a face in the front that resembled Mantenna himself. The ship was built to hold only Mantenna and had a single engine.

# MANTISAUR

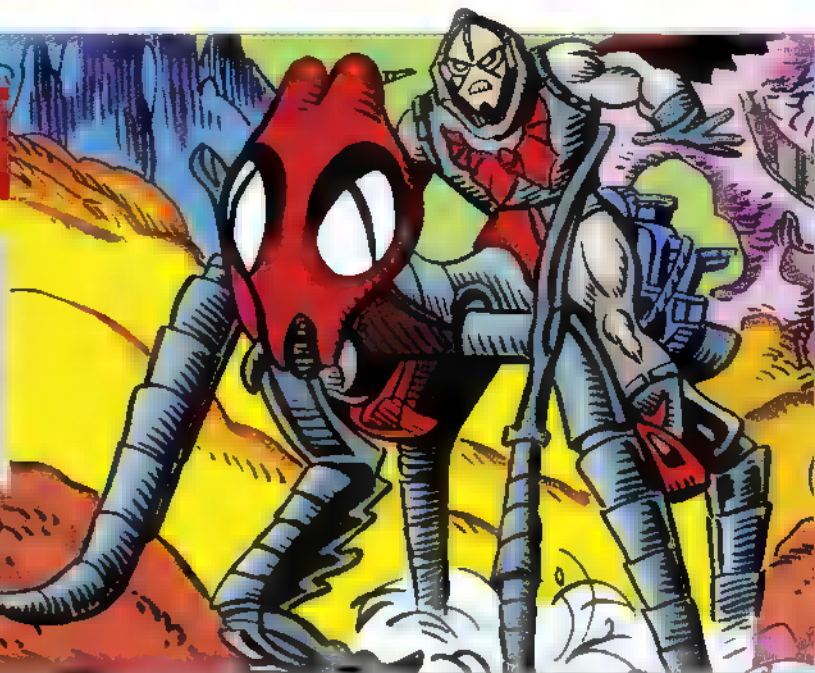
Evil Insect Steed

Mantor

Evil Horde

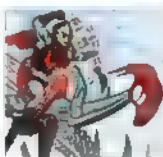
Powerful front arms for snaring enemies  
Laser gun

Insect-like movements  
Enhanced agility



## 1983 MOTU MINICOMICS & 1986 MARVEL STAR MOTU COMICS

The Mantisaur had a red, insectival head and a black-and-gray body. A horrible monstrosity, it resembled a very large mechanical praying mantis. It was unclear whether the Mantisaur was a completely mechanical construct or, in fact, a large cyborg mantis, as Hordak often turned living beings into his cyborg minions.



The Mantisaur's most notable feature was its pair of powerful forelimbs. It also possessed the ability to call ■ swarms of flying insect "troops."

## 1985 FILMATION POP ANIMATED SERIES

The Mantisaur first appeared in the animated Filmation series, where it served as Hordak's large, green mantis-like steed. Hordak rode the robotic beast into battle with She-Ra at the Horde spaceport and seized her with the beast's pinching claws. Her strength proved too powerful for its grip, however, and she broke free before tossing both monster and rider into the mud outside the spaceport.



**TRIVIA:** When the episode was produced, the toy was in its prototype stage, so it had the appearance of an early design for the Mantisaur. Although its name was not mentioned in the episode, it was referred to in the script and storyboard notes as "the Mantor," which was a working name for the toy.

## 1986 UK MOTU COMIC MAGAZINES

The UK comics established that the Mantisaur was an advanced insectoid machine built by Hordak. While it might have been his deadliest weapon yet, Hordak chose to observe its performance in battle from ■ distance rather than ride it personally. He used ■ robot replica of himself to drive the Mantisaur,

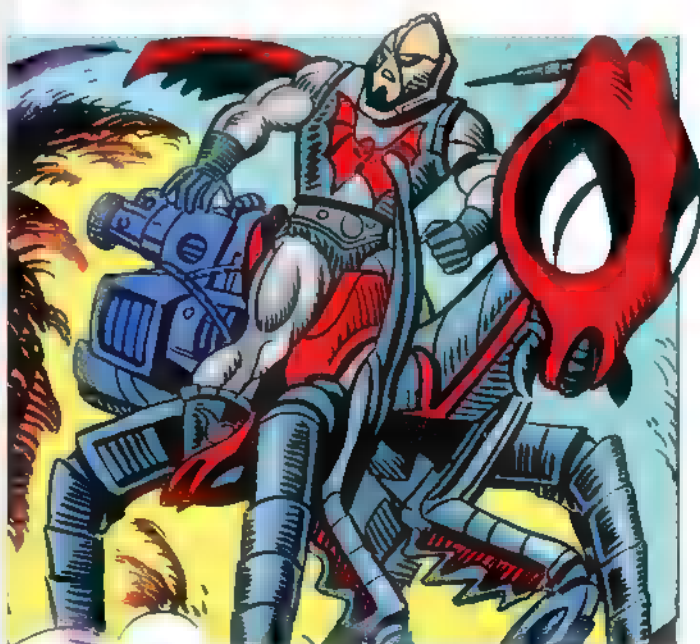


which allowed him to monitor He-Man's battle techniques against the vehicle from ■ distance, using ■ Bio-Graph Machine to record He-Man's strengths and weaknesses during the battle. If He-Man won, Hordak intended to destroy the Mantisaur and build ■ new, more advanced machine to exploit the data he had gathered from the first battle. He-Man did indeed defeat both the robot Hordak and the Mantisaur after realizing both were only machines, and he destroyed them so that Hordak had to start over. He-Man knew that his next battle with the Mantisaur would be much harder, as Hordak had gained tremendous knowledge about He-Man's strengths and weaknesses from the Mantisaur's first battle.

izing both were only machines, and he destroyed them so that Hordak had to start over. He-Man knew that his next battle with the Mantisaur would be much harder, as Hordak had gained tremendous knowledge about He-Man's strengths and weaknesses from the Mantisaur's first battle.

## 1987 GERMAN EHAPA MOTU COMICS

Hordak rode the Mantisaur himself in the German Ehapa comics. With its four legs, it was a much faster and more agile steed. The Mantisaur used its front arms to capture enemies despite not having gripping claws. Hordak also made use of the Mantisaur's rear-mounted laser cannon.





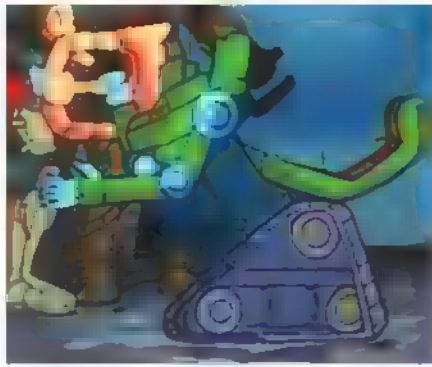
## MAXIS'S TANK



**1990** NEW ADVENTURES OF HE-MAN  
ANIMATED SERIES

Maxis's tank was an enormous, heavily armored vehicle Maxis used to traverse the snows of Omega-4.

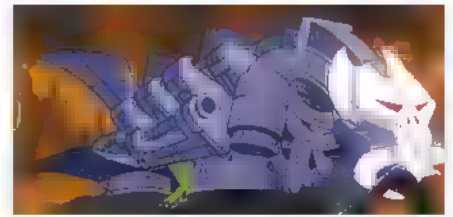
## MINI TERROTREAD



**1990** NEW ADVENTURES OF HE-MAN  
ANIMATED SERIES

Smaller than the average Terrotread, this vehicle was an invention of Skeletor which he carried around in his personal shuttle pod. Despite its size, it worked just like a regular Terrotread.

## MONSTRON

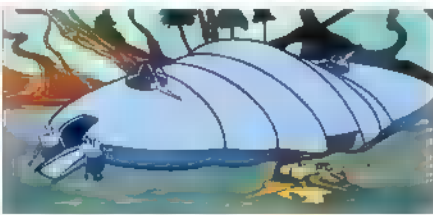


Evil Horde

**1985** FILMATION POP ANIMATED SERIES

The Monstron was the largest ship in the Horde's massive fleet. Similar in appearance to the Velvet Glove, the Monstron was Horde Prime's mightiest ship in nine worlds until Hordak used it to chase after Kowl and She-Ra threw it into a volcano in the Valley of the Lost.

## MELBRAG'S SPACESHIP



**1983** FILMATION MOTU ANIMATED SERIES

Melbrag's spaceship was a large, relatively sleek, single-occupant ship. It was shaped like a disk but had wings protruding from either side of it, with each wing sporting a glass-domed gun turret.

## MOBILE FIRE EXTINGUISHER



**1983** FILMATION MOTU ANIMATED SERIES

Built and designed by Man-At-Arms, the Mobile Fire Extinguisher was a large machine capable of deploying a vast amount of water through a hose. One individual would operate the computerized controls to adjust the water pressure while a second would guide the hose in the direction of the fire.

## MOTORIZED CHAIR

Heroic Warriors

Hovering

**1983** FILMATION MOTU ANIMATED SERIES

The motorized chair was an invention of Man-At-Arms that could hover above the ground. It also

had many tentacle arms with tools attached to the ends to perform multiple tasks at once. Man-At-Arms controlled the chair with a central computer.



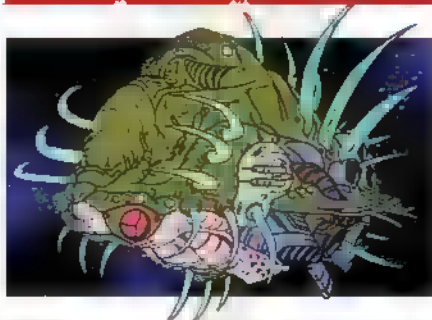
## MELBRAG'S WIND RAIDER



**1983** FILMATION MOTU ANIMATED SERIES

Unlike regular Wind Raiders, Melbrag's Wind Raider was a highly desirable customized ship. Not only was it painted in a variety of colors, including bright yellow rockets and a blue wing tail, but it also had decorative objects on each side and a large, transparent box on top of the engine.

## MUTANT MOTHERSHIP



**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Mutant Mothership was an enormous ship that served as the command ship for Flogg's Mutant armada. It was armed with multiple laser cannons and missile launchers, and Flogg claimed that no ship in the universe could match its power. The Mothership was big enough to contain an invasion force of Mutant Troopers and vehicles capable of launching a full-scale planetary invasion.

Space Mutants

Cannons  
Energy weapons

Spacecraft carrier

## MUTANT SHIP

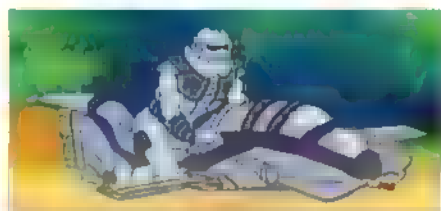


Space Mutants

1990 NEW ADVENTURES OF HE-MAN  
ANIMATED SERIES

This Mutant ship delivered Flogg's so-called gifts of peace, also known as the Zeps, to the planet Primus. The ship was commanded by Captain Valk.

## MUTANT SPEEDER



Space Mutants

1990 NEW ADVENTURES OF HE-MAN  
ANIMATED SERIES

Mutant Speeders were fast-moving land vehicles used by Flogg's Mutant Troopers. During the Mutants' occupation of the planet Primus, they primarily used the speeders for patrolling.

## MYTE FIGHTER

Mytes  
Galactic Guardians1990 NEW ADVENTURES OF HE-MAN  
ANIMATED SERIES

Myte Fighters were small, single-occupant spacecraft that formed the bulk of the Mytes' military. The Mytes did not possess a strong ground force and relied on their aerial skills to combat the threat of the evil Gleanons.

## NIGHT STALKER



## 1984 GERMAN MOTU AUDIO PLAYS

The mechanical demon horse Night Stalker was the evil counterpart to Stridor. Initially called "Nightmare" and programmed to attack, it was invulnerable due to its heavy armor. Skeletor used Night Stalker to infiltrate the Royal Palace. Unaware of its origins, Orko discovered the robotic horse in a meadow and took it to Eternia. Once Night Stalker was taken through the palace gate, a ray bomb dropped out of the robot and detonated, causing all the citizens of Eternia to fall asleep. At the same time, Zoar was imprisoned inside of the horse. In keeping with an old prophecy, Night Stalker's electronics ensured that the bird would turn into a demon if someone tried to set it free. Fortunately, Man-At-Arms managed to free Zoar without doing any harm, but Night Stalker remained in the Monster Warriors' possession and later carried Dragstor during his long and dangerous journey through the Plain of Eternity.

## 1986 UK MOTU COMIC MAGAZINES

Night Stalkers were evil equestrian steeds used by the Evil Warriors in the UK comic magazines. While most Night Stalkers appeared to be mechanical, Tri-Klops rode a biological Night Stalker when spying on the fisherman who alerted He-Man to the Jewel of Fire.

1987 GERMAN EHAPA  
MOTU COMICS

Night Stalker was again a unique creature in the German Ehapa comics, but it was also rumored to be part robot and part demon. Night Stalker was programmed

for attack on Eternia and featured laser guns for combat. Although Skeletor rode the robot horse most of the time, Night Stalker served as a ride for his underlings as well.

## 2008 MOTU CLASSICS

Night Stalker was built by Tri-Klops and Trap Jaw in mockery of Stridor. Skeletor rode the robot horse several times, though it was Jitsu who took special interest in the steed. After Jitsu became lord of Snake Mountain, he located the remnants of the Hate Stones and implanted them in Night Stalker's eye sockets. This transformed Night Stalker from a machine into a mechanical nightmare. Eventually, the demon steed turned on Jitsu and ran off into the blighted plains of the Dark Hemisphere.

## 2012 DC MOTU COMICS

A fleet of robotic horses called Night Stalkers (again dark versions of Stridor) were used by King He-Man's troops in a dark vision of the future. King He-Man had become a tyrant ruling Eternia with an iron fist, with his own troops mounted on the grim Night Stalkers.



IMAGE COURTESY OF DC COMICS

## OGRES' FLYING MACHINE



Ogres

Laser guns

## 1983 FILMATION MOTU ANIMATED SERIES

Although barbaric in nature, the ogres of Eternia had a high degree of scientific ability. Their Flying Machines were disks capable of both traveling at fast speeds and firing laser blasts.



## PATHFINDER



Evil Horde

Clearing the path ahead with its claws

1986 UK POP COMIC MAGAZINES

When an alien spacecraft crash-landed on the Grim Beach, Hordak explored the ship and experimented with the Power Cubes used to fuel its engines. He used the power source to create a new vehicle: the Pathfinder. A huge, rampaging, clawed fighting machine, the Pathfinder cleared everything in its path as it made its way to the Rebels' camp. She-Ra and Frosta managed to defeat the machine by sinking it into a mire.

## PIRATE HOVER SLED

Space Pirates



1983 FILMATION MOTU ANIMATED SERIES

When Space Pirates landed in the Eternian village of Pax to steal food, many in the crew flew Hover Sleds to keep the villagers in line. The Hover Sled was a flying disk with a steering column that rose up to the pilot's hands.

The sled was very similar to the toy version of the Jet Sled that would appear in the action figure line a year later.

## PRESIDENT PELL'S FLAGSHIP

Mytes  
Galactic Guardians

Laser guns



1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

This flagship was President Pell's personal spacecraft commanded by Captain Zang. The flagship was well armored and was equipped with several laser turrets manned by the Myte pilots.

## PRINCE JOL'S SPACECRAFT

1985 FILMATION POP ANIMATED SERIES

Prince Jol's spacecraft was a large spaceship designed to pay homage to the starship *Enterprise* from the *Star Trek* animated series produced previously by Filmation. Jol's spacecraft was gray with a primary disk and two rocket propellers on the aft of the hull. A ball attached to a column extended from the center of the disk's underside at a forty-five-degree angle. The Horde destroyed this ship in orbit over the conquered planet Ethernia, although Prince Jol was able to eject in an escape pod.



## PRISONSTAR SHUTTLE



1986 UK MOTU COMIC MAGAZINES

The Prisonstar wardens piloted this shuttle to Eternia to pick up the giant spider warlord and take him to the Prisonstar.

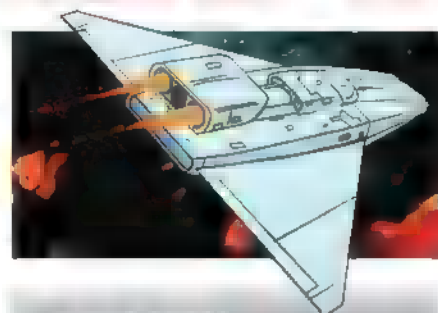
## QUEEN ILEENE

1986 MOTU  
NEWSPAPER STRIPS

The *Queen Ileene* was a massive spacefaring vessel designed by the Thenurian

scientist Gwildor. The ship operated via antigrav lifters and was used for interstellar travel.

## RAINBOW EXPLORER

Space Probe Valiant  
Ion-Drive Ship

Heroic Warriors

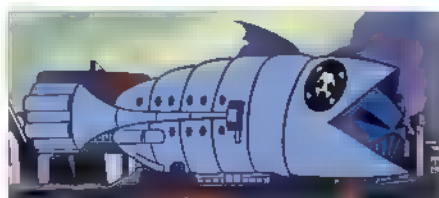
1983 FILMATION MOTU ANIMATED SERIES

The *Valiant*, primarily known as the *Rainbow Explorer*, was the ship that Earth astronaut Marlena Glenn piloted when she found herself caught in an asteroid shower and was forced to crash-land on Eternia. Although the ship was badly damaged, Man-At-Arms repaired it to full flight status. The ship was white, with a prominent rocket section at the back. There were three large rockets which provided the ship with phenomenal speed and maneuverability.

1986 UK MOTU COMIC MAGAZINES

Marlena's spacecraft was called the Ion-Drive Ship in the UK comics. It was a tiny spaceship that Marlena had volunteered to test by piloting in deep space.

## PIRATE SHIP



Space Pirates

1983 FILMATION MOTU ANIMATED SERIES

The Space Pirates flew in a giant spaceship that resembled a silver cylinder with rockets on the aft and a fearsome figurehead on the prow. The Space Pirates landed in the Eternian village of Pax to plunder its food.

## RAMLIN'S SHIP



**1990** NEW ADVENTURES OF HE-MAN  
ANIMATED SERIES

Ramlin's ship was a seemingly innocuous spacecraft, small in size and unusual in appearance. It contained a small workspace and throne for its owner. The Mutants attacked Ramlin's ship, not seeing it as a threat, but were quickly overpowered by Ramlin's magic.

## RAMSO

RAM

Stun rays  
Robot guards

**1987** GERMAN EHAPA MOTU COMICS

The RAMSO was a gigantic spacecraft containing an entire city and sent by the mysterious RAM aliens into the Triax System. By dropping energy satellites on Primus, it was supposed to tow the planet into the RAM's galaxy. By ramming his Power Sword into the control unit, He-Man short-circuited the ship and shut it down. Without any energy left within its system, the RAMSO was no longer a threat and landed harmlessly on Primus.



## RATTLE TRAP

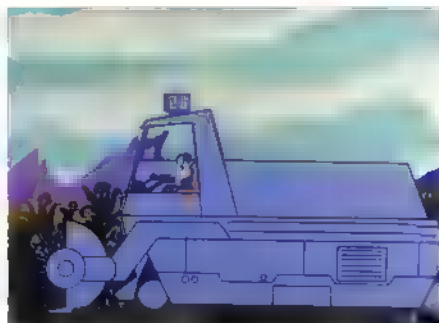


Snake Men

**1985** US MOTU MAGAZINES

The Rattle Trap was a slithering, segmented spy vehicle controlled by the Snake Men via voice commands and designed to move over very rough terrain. Its tail could swing forward to clear everything in its way. It could also rear up to provide its driver with unobstructed views over fortress walls.

## REAPER MACHINE



Belots

**1983** FILMATION MOTU ANIMATED SERIES

The Reaper Machine was a large harvester used to harvest crops. Generally a machine of peace, the Reaper was outfitted with a strong force field by the Belots to steal food from the royal farmlands. The Reaper possessed a cockpit for its driver and harvested crops with its rotating front blade before storing them in a large back reservoir.

REMOTE-CONTROLLED  
DRILLING MACHINE

Royal Guards

**1983** FILMATION  
MOTU ANIMATED SERIES

The Remote-Controlled Drilling Machine was one of several projects being researched at Station Zeta. When Modulok broke into the facility with Roboto, he used the drilling machine to fight He-Man. The machine was identical in appearance to other drilling machines that appeared in the cartoon.



## RENEGADE ALIEN SHIP

Renegades of the Galaxy

**1990** NEW ADVENTURES OF HE-MAN  
ANIMATED SERIES

The Renegade Alien

Ships were a fleet of fighters used by the Renegades of the Galaxy.

RENEGADE PATROL  
FIGHTER JET

**1990** NEW ADVENTURES OF HE-MAN  
ANIMATED SERIES

The Renegade Patrol Fighter Jets were a group of fighters that attacked Flipshot on his way to Gorn City. They were well armed but were ultimately driven back by the threat of the Mutant Mothership.

REPTILE MEN'S  
CLAW MACHINE

Reptile Men

**1983** FILMATION MOTU ANIMATED SERIES

The Reptile Men's Claw Machine was a highly effective, if somewhat lumbering, device. The vehicle ran on wheels with an oversized extendable claw positioned on the front. When activated, the claw could reach out and capture several enemies in a single maneuver.



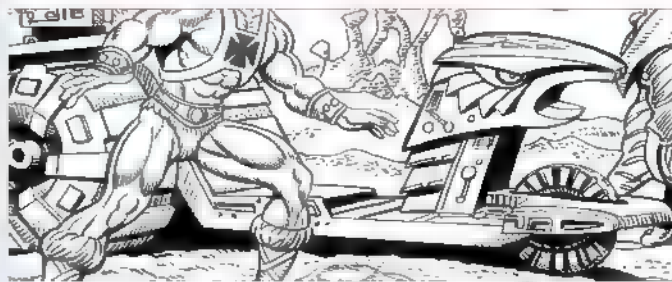


## ROAD RIPPER

Warrior Carrier

Heroic Warriors  
Heroic Defenders  
Masters of the Universe

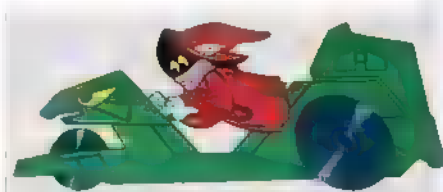
High-speed driving  
Flight



1983 FILMATION

MOTU ANIMATED SERIES

Man-At-Arms spent six months working on the Road Ripper, but Orko was able to destroy it in six seconds. When fully operational, the Road Ripper was a sleek, green, single-occupant racing vehicle that could transport warriors in record time.



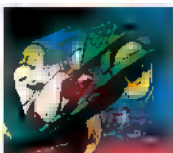
1984 GERMAN MOTU AUDIO PLAYS

The toy Road Ripper's ripcord function was included in the German audio plays, where it activated rockets that propelled the vehicle to its high velocity. Although it was still a small vehicle, it was said to be able to carry both He-Man and Battle Cat. Unlike other incarnations, the Road Ripper was also able to fly through the air.

1984 GERMAN INTERPART-CONDOR MOTU COMICS #

1987 GERMAN EHAPA MOTU COMICS

The Road Ripper was boasted to be the fastest ride in all Eternia in the German Interpart-Condor comics. By pulling its ripcord, the driver could be carried by the Road Ripper to any destination in mere moments. As in several other canons, the Masters of the Universe owned several Road Rippers for travel across the planet. Although it was supposed to be a one-man vehicle, two passengers could fit into its seat if necessary.



1983 MOTU MINICOMICS

While the Road Ripper's origin was not given in the minicomics, it was still a fast, small racing vehicle used by the Heroic Warriors. Its figurehead appeared to be a fearsome type of bird or griffin that loomed over the front wheel.

1983 GOLDEN MOTU BOOKS

The Road Ripper was seemingly not designed for combat; it was used by the Heroic Warriors mainly for its speed as a transport vehicle. Road Rippers were even used in a race called the Eterniathlon.



1984 UK WORLD MOTU ANNUALS #

1986 UK MOTU COMIC MAGAZINES

The Road Ripper was again a vehicle of the Heroic Warriors highlighted for its speed, which was described as lightning fast.



TRIVIA: This Road Ripper was colored red in one of the Ehapa comics, in contrast to its usual green.

## ROBOT ASSAULT WALKERS

Goblins

Lasers

Transformation  
Speed

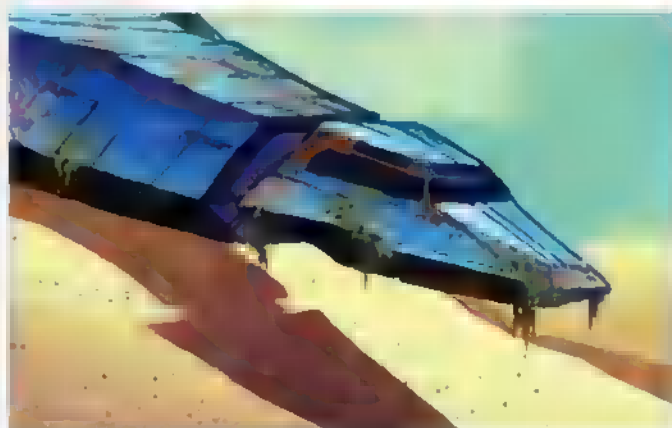


1983 FILMATION MOTU ANIMATED SERIES

The Robot Assault Walkers were remote-controlled weapons that could be delivered into battle as a compact sphere that transformed into a tall, four-legged walking cannon. The mechanical walkers could move swiftly and possessed devastating firepower. While they could be deployed quickly and were swift on their feet, the height of the walkers was a major design flaw—one well-placed shot could bring them down.

General Tataran's goblins controlled the walkers from a two-man vehicle/control center that used an antenna to communicate with multiple walkers at once.

## ROBOTO'S SHIP



1983 FILMATION MOTU ANIMATED SERIES

Roboto's alien ship crashed in the Sands of Time and became buried under a sand dune. When Adam and Man-At-Arms discovered it, it was badly damaged with strange markings on the exterior. The ship had been piloted by Roboto, a native of the planet Robotica.

## ROCK TANK



Belots

**1983 FILMATION MOTU ANIMATED SERIES**

The Rock Tank was used by the underground-dwelling Belots to break up rock and, when necessary, cause cave-ins to trap trespassers. The Rock Tank was a copper-colored

treaded vehicle with a domed top that could fire a laser beam to break up rock. The top of the tank opened to reveal a suction hose the Belots used to steal reserve food stores from the Royal Palace.

## ROTO ROCKET

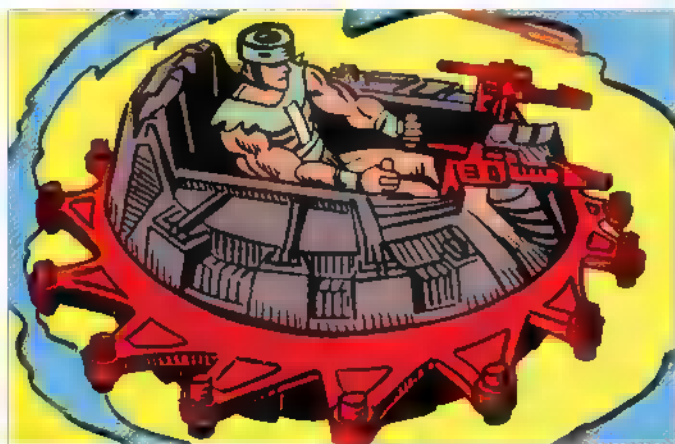
Heroic Warriors

**1983 FILMATION MOTU ANIMATED SERIES**

Identical in appearance to Skeletor's Drilling Machine, the Roto Rocket was an invention of Man-At-Arms used to drill into Mount

Eternia to find the Gold Chamber of the Ancients in order to contain the evil Energy Beast.

## ROTON



Evil Assault Vehicle

Evil Warriors  
Demons of Evil  
Fighting Foe Men  
Evil Horde

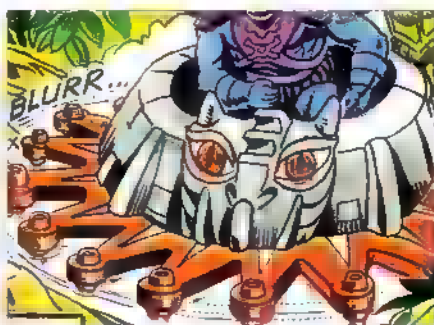
Laser cannons  
Rotating blades



**1983 FILMATION MOTU ANIMATED SERIES**

The Roton was a multipassenger flying vehicle used by Skeletor's Evil Warriors in the Filmation animated series. Featuring a black chassis, red rotating blades, and evil red eyes, the Roton appeared as evil as its drivers. The buzz-saw blades rotated swiftly

around its center carriage, although they were more club-like appendages that could knock an enemy off his feet than lethal slashing blades.



**1983 GOLDEN MOTU BOOKS, 1983 LADYBIRD MOTU BOOKS, 1984 UK WORLD MOTU ANNUALS, 1986 UK MOTU COMIC MAGAZINES**

The Rotons appearing in later books closely resembled the toy version that only seated a single rider, but they were again used by Skeletor and the Evil Warriors. Their hover propulsion enabled them to travel over any terrain, and their cruel, whirling knife blades were ideal for cutting through trees and forest undergrowth. The Evil Warriors also made use of their twin laser cannons.



**1984 GERMAN MOTU AUDIO PLAYS & 1984 GERMAN INTERPART-CONDOR MOTU COMICS**

The Roton was described as Skeletor's favorite vehicle in the German audio plays; it was able to hover across solid ground, above the water, and high in the air. In both the German audio plays and

the Interpart-Condor comics, as in the Filmation series, the Roton could carry at least two riders.

**1987 GERMAN EHAPA MOTU COMICS**

The Roton returned to being a one-man aircraft in the Ehapa comics. The Demons of Evil used several Rotons to travel across Eternia and attack from high above the ground.



**2008 MOTU CLASSICS**

In the continuity for MOTU Classics, the Rotons were vicious, saw-spinning attack vehicles used by the Fighting Foe Men, in particular the Gar pirate Ditzroyer, until Viktor trapped them in a mystical glacier. Thousands of years later, the Evil Horde leader Hordak freed the Fighting Foe Men and employed them and their war machines to help him fight the Renegade Masters of the Universe. A fleet of Rotons attacked the Viper Tower during the Second Ultimate Battleground after Sweet Bee and a brigade of Avonian and Andreenid warriors had seized it. Although the Rotons were used to bolster the Horde, they were at some point part of the Evil Warriors' fleet of vehicles. Following the energy cyborg Twistoid's defeat at the hands of his heroic rival Rotar, his robotic mind was installed in a Roton that became self-aware and a key member of Skeletor's son Skeleten's Evil Warriors.

**2012 DC MOTU COMICS**

The Roton's appearance in the 2012 DC comics was slightly changed. Whereas it had usually appeared with an open-air piloting module, here it was a larger, enclosed vehicle. The pilot could open the canopy when needed, even in midflight, a feature that resembled the Monogram Model Kit version of the vehicle.



IMAGE COURTESY OF DC COMICS



## ROYAL COACH



Lady Edwina at the Royal Palace--and presumably carried her home after Randor dismissed her for her disgraceful behavior during her visit.

Royal Family of Eternia

## 1983 FILMATION MOTU ANIMATED SERIES

The Royal Coach was a yellow flying vehicle with a sleek design that featured a glass-covered cockpit. A Royal Coach deposited the spoiled royal cousin

## ROYAL HOVER COACH

Royal Family of Eternia

Laser cannons

## 1983 LADYBIRD BOOKS

The Royal Hover Coach served as a passenger vehicle for King Randor himself in the Ladybird books. Used by the Royal Family when they went on diplomatic missions, the coach was a hovering craft that could travel over any type of terrain and environment. Unlike a similar coach that appeared in the Filmation series, these coaches were painted white with red trim and were armed with laser cannons to protect their important passengers from an evil attack.



## ROYAL HOVER-BARGE



Royal Family of Eternia

## 1983 LADYBIRD MOTU BOOKS

The Royal Hover-Barge was a jet-propelled ferry used by the Royal Family of Eternia to board the luxury yacht *Sea Eagle* from the Port of Randorhaven. The Royal Hover-Barge was white with red-and-gold trim.

## ROYAL TRANSPORT SHIP



Masters of the Universe  
Royal Family of Eternia

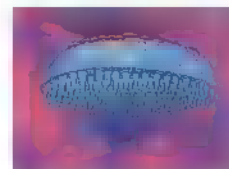
## 2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The Royal Transport Ships were huge flying vessels powered by three engines and designed with a large passenger capacity. They were used to evacuate the Royal Palace of Eternos shortly before an assault by the Snake Men and their deity Serpos. They were also used to transport members of the Royal Family, mostly on diplomatic missions, such as on Queen Marlena's journey to negotiate a treaty with King Taurius in the kingdom of Mintora. Her ship crashed in the Corridors of Lithos on her return home from the mission, prompting King Randor to seek her out with the aid of Battle Cat. During a relatively peaceful period when the Evil Warriors were captured by the Masters of the Universe, the king and queen left the palace in one of the transport ships to enjoy a vacation as several Royal Guardsmen provided a security escort on Sky Sleds.

## SALLASIAN WARSHIP

## 1983 FILMATION MOTU ANIMATED SERIES

The Sallasian Warship was King Sallas's command ship when he came to Eternia in search of his son, Prince Glitch. It was a flying disk that resembled a round floating island with red domes on top. At the bottom, it fired large rock spikes as its primary weapon. King Sallas was able to teleport via these spikes as well. When the king looked for Prince Glitch at Snake Mountain, Skeletor was able to convince him to attack the Royal Palace. Fooled, Sallas fired his spike weapons all around the palace, creating a barricade. The ship was then able to land atop the spikes to literally bottle in the palace.



## SAND SHUTTLE



## 1983 FILMATION MOTU ANIMATED SERIES

The Sand Shuttle, though sparingly used, was a ship with four rockets on the back that could levitate a few feet above the ground. Silver in appearance with a red base, the ship was usually used for expeditions and traversing open terrain.

## SCAVENGER



Evil Horde

## 1985 FILMATION POP ANIMATED SERIES

The Horde Scavenger was an excavator used by the Horde to move large amounts of earth. The giant treaded vehicle had a domed cockpit and front scoop. The top opened to reveal a mechanical grabber.

## SCORPION CRAWLER

Crawler

Evil Horde

Stinger-mounted energy  
weapon  
Claws  
Sleep rays  
Sting lasers



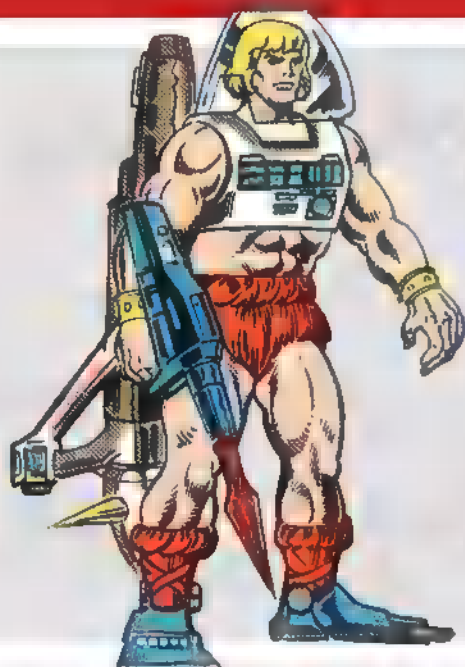
## 1985 FILMATION POP ANIMATED SERIES

The Scorpion Crawler was Scorpia's personal tank shaped like a scorpion. The treaded vehicle featured a stinger tail at the rear and claws at the front.

## 2008 MOTU CLASSICS

In Classics the vehicle was simply called the Crawler and was armed with both sleep rays and sting lasers to subdue Etherian Rebels and other foes who fell into Scorpia's sights.

## SCUBATAACK



Scuba Attack

Heroic Warriors  
Demons of Evil

Laser gun

Radar guidance system  
Underwater diving device

## 1986 MARVEL STAR MOTU COMICS

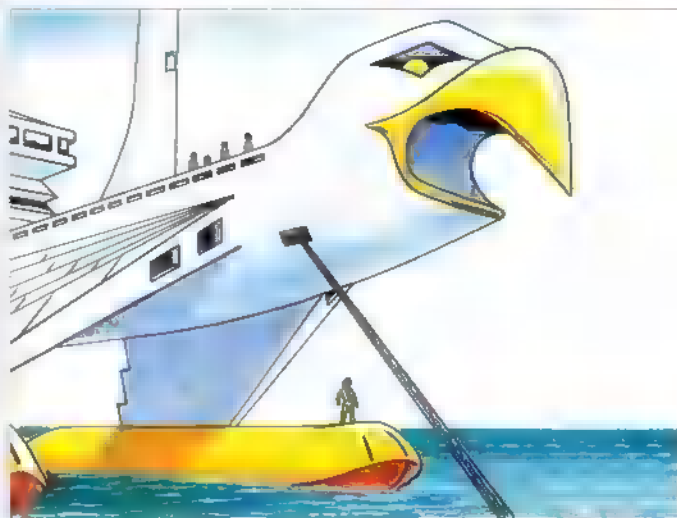
Invented by Man-At-Arms, the Scuba Attack was a personal underwater vehicle. Basically enhanced scuba gear, the suit featured built-in radar that helped guide the Heroic Warriors through treacherous underwater territory.

## 1987 GERMAN EHAPA MOTU COMICS

By using their Scubataacks, Skeletor and his warriors were able to move through the Eternian seas without a submarine. Each included a powerful laser gun. The Demons of Evil used Scubataacks to destroy Eternia's great dam.



## SEA EAGLE



Royal Family of Eternia

Laser cannons

Solar powered

## 1983 LADYBIRD MOTU BOOKS

## 1984 GERMAN MOTU AUDIO PLAYS

The Sea Eagle was a luxury yacht used by the Royal Family of Eternia when they went on vacation or holiday, especially to the tropical Golden Isles. The large yacht could carry many guests and was operated by electronic controls that steered the solar-powered sails. The Sea Eagle was designed in the shape of an eagle.

Like all vessels of the Royal Family, it had a golden bird insignia. Built-in laser cannons could protect the ship in case of attack by pirates or other evil forces. When not in use, the Sea Eagle was anchored in the Port of Randorhaven.

## SEA FRIGHT



Evil Horde

## 1985 FILMATION POP ANIMATED SERIES

Named by Hordak himself, the Sea Fright was a Horde submarine and multiterrain vehicle. It was shaped like a boat but also had side treads with which it could travel on land. On the aft of the hull was a large rudder that steered the Sea Fright when it was submerged.

## SEA FRIGHT ESCAPE POD



Evil Horde

## 1985 FILMATION POP ANIMATED SERIES

When Hordak's Sea Fright was flooded and sunk by She-Ra, Hordak used the vessel's escape pod to get away. The escape pod itself was a round glass pod that floated to the ocean's surface when ejected.



## SEA HARP



Great Rebellion

## 1985 FILMATION POP ANIMATED SERIES

The Sea Harp was a blue-and-pink boat with a large, seemingly alive seahorse as its figurehead. Connected to the figurehead were reins a pilot could use to steer the boat. From the aft of the boat rose a large pink wall sporting the image of a harp.

## 1985 POP MINICOMICS

According to its toy packaging, the Sea Harp was a mystical seahorse who once lived deep beneath Crystal Falls. When She-Ra needed to summon her friends, she bid the Sea Harp to play a musical message that could be heard throughout Etheria. The Sea Harp could then carry She-Ra and her friends swiftly over the sea and land and off to new adventures.

However, in the minicomic entitled *A Fishy Business*, the Sea Harp appeared to be just a boat instead of a living animal. Peekablue was described as riding "in the Sea Harp" rather than upon it.



## 1986 UK POP COMIC MAGAZINES

In the UK comics, the Sea Harp was simply a water vehicle used by the Great Rebellion and owned by Mermista.



## SERUS'S SHIP

Aquata's Ship

Galactic Guardians



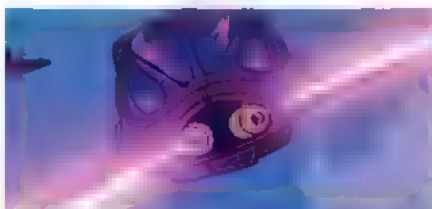
## 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Serus's underwater ships were small, yellow submersible vehicles. They

were fitted with equipment that could repair the protective dome around Serus.

Aquata used her own underwater vehicle to navigate the seas surrounding the city of Serus. Unlike the other ships in the Serus fleet, hers was pink.

## SHUTTLE POD



Dreadwing

Laser cannons

Space Mutants  
Galactic Mutants

## 1984 UK WORLD MOTU ANNUALS

The evil Space Mutants used the Dreadwings to attack their enemies in large numbers. These shuttle pods could maneuver quickly, making them formidable opponents for the Galactic Warriors.

## 1989 HE-MAN MINICOMICS

The shuttle pods, also called Dreadwings, were high-speed, single-occupant spaceships used by the Evil Mutants and especially by Skeletor as one-man fighters. The pods were capable of death-defying aerial maneuvers and came equipped with deadly laser cannons mounted on the nose. Skeletor used his shuttle pod to interface with the bipedal Terrorclaw assault walker, controlling its claw arm from the shuttle's controls after docking it atop the walker.

## 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Shuttle pods made up the bulk of Flogg's space-faring armada sent to attack the peaceful planet Primus on numerous occasions.

## SHUTTLE TRANSPORT



Evil Horde

## 1986 MARVEL STAR MOTU COMICS

The Shuttle Transport was one of the Horde's spaceships, capable of traveling through Hyperspace and tracking enemies to distant planets.

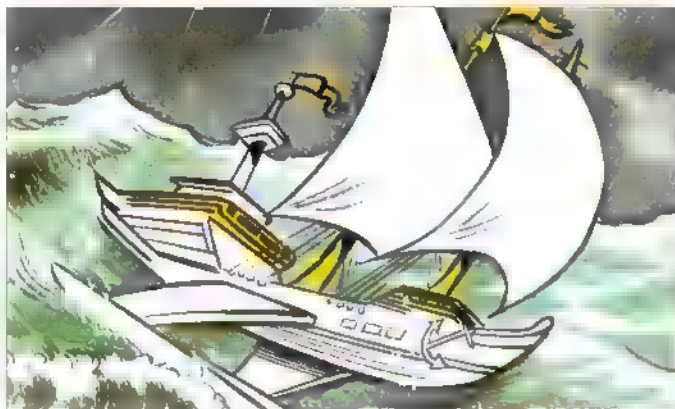
## SHAFT CRAFT



## 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Shaft Craft was a small, circular vehicle that allowed its operator to traverse the Norzon Mines.

## SILVER STAR



## AFFILIATION

Royal Family of Eternia

## 1984 UK WORLD MOTU ANNUALS

The *Silver Star* was the largest ship in King Randor's naval fleet. Powered by solar sails and commanded by Captain Davro, the ship was completely white with beautiful gold trim.

When King Randor sent the *Silver Star* to escort his nephew Prince Michael from across the sea, it was caught in a storm and the crew discovered the half-sunken remains of the ancient pirate ship *Tradewind*. They learned that Skeletor had also discovered the *Tradewind*'s location and recovered the lost Sacred Statue from within. Before Captain Davro and his crew were captured, he hid Prince Michael under a barrel. The ship was then cast adrift in the oceans without a crew until the Heroic Warrior Stratos spotted it and swooped in to salvage it, save the young prince, and return him to the kingdom of Eternia.

## SKELETOR'S BARGE



## 1987 MOTU FILM

Skeletor's barge was a slow-moving airship that contained a throne from which he oversaw the invasion of Earth after bringing his army there from Eternia with the Cosmic Key. The barge had two sidecars for his Centurions to operate the ship's weapon systems, while a pilot controlled navigation from a forward-facing module. When the barge hovered at a relatively low altitude, it had the power to levitate higher so Skeletor could corner Man-At-Arms and Teela on the roof of a multistory building. Skeletor on his throne was protected from harm when the Eternians fired lasers at him.

## AFFILIATION

Evil Warriors

## WEAPON

Laser cannons

## SPECIAL ABILITIES

Flight

## SKELETOR'S DRILLING MACHINE

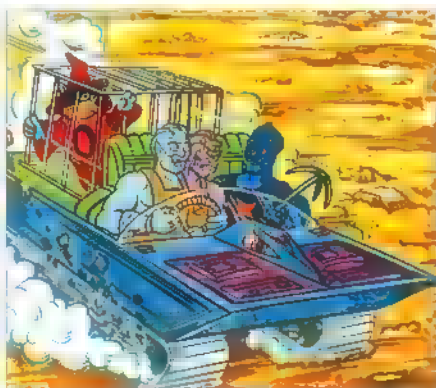


Evil Warriors

## 1983 FILMATION MOTU ANIMATED SERIES

Skeletor used this large vehicle with its massive drill head to cut his way to the center of Eternia while in pursuit of the Starseed.

## SKELETOR'S TREADED VEHICLE



Evil Warriors

## 1984 UK WORLD MOTU ANNUALS

Skeletor's treaded vehicle was a blue-and-purple ground transport that vaguely resembled a pickup truck and was used to transport caged prisoners. Even with treads, it could travel at amazing speeds. The vehicle's driving module had a green interior and could carry two warriors.

## SKULLCOPTER



## AFFILIATION

Space Mutants

## WEAPON

Laser weapon

## SPECIAL ABILITIES

Space travel

## 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Skullcopter was Skeletor's personal vehicle; it was powered by large propellers and sported a likeness of Skeletor's ghastly visage. The Skullcopter was capable of flying in space as well as in the sky. The jaw of the Skullcopter opened to reveal a large laser weapon.

The Skullcopter was destroyed in battle on a number of occasions, but Skeletor always managed to replace it.

## SKY HAWK



Heroic Warriors

## 1987 BRAZILIAN EDITORA ABRIL MOTU COMICS

The Sky Hawk was an air vehicle built by Man-At-Arms. It was silver, and the cockpit was covered by a clear dome.



# SKY SLED

Jet Sled (not to be confused with the Jet Sled glider/jet-pack)  
Jetsled  
Power Sled  
War Sled

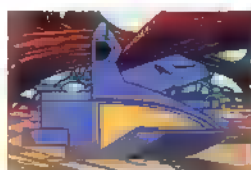
Laser cannon

Heroic Warriors  
Evil Warriors  
Royal Guard  
Masters of the Universe  
Defenders of Eternia



## 1982 MOTU MINICOMICS

The Sky Sled was a single-occupant flying vehicle that was also the front section of the Battle Ram and could detach from the rear launcher in order to take flight.



## 1983 FILMATION MOTU ANIMATED SERIES

In the series the triangular Sky Sled was still the detachable front end of the Battle Ram, but it was more often featured by itself as a flying vehicle and attack craft.

The Evil Warriors flew a variation of the Sky Sled that had a greenish-blue color and a serpent figurehead instead of a griffin. They were referred to as War Sleds and were known to carry more than one person at a time. However, the Evil Warriors' variation was never seen attached to a Battle Ram.

## 1983 GOLDEN MOTU BOOKS

Sky Sleds were also known as Power Sleds in the Golden books and were only used by the Heroic Warriors, but they were still one-manned, jet-propelled vehicles that could attach to the Battle Ram. Sky Sleds were armed with a single laser cannon on the front of the vehicle, and they were able to perform some of the most challenging sky chases.

## 2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

Sky Sleds were flying single-seat vehicles used extensively by the Masters of the Universe and the Royal Eternian Guard for fast transportation and combat missions. While quick and agile, the sleds were fragile, and could be knocked out of the sky with a single blow from Clawful's claw or Whiplash's spiked tail. Each vehicle was equipped with a laser cannon and a storage compartment in front of its seat. Their new design was sleeker with mostly gray coloring and yellow parts. The seats now featured back supports for characters to lean against. They were also used twice by villains in the cartoon series, once by Cobra Khan and later Skeletor's Evil Warriors in fleeing an Eternian prison. The Battle Ram was never mentioned, and the Sky Sleds were never seen attached to any other vehicles.



## 2002 MVCREATIONS MOTU COMICS

The Sky Sleds were called Jetsleds; however, they were the same flying one-person vehicles featured in the 2002 Mike Young Productions cartoon series. The Royal Guards used them as well as other heroes occasionally when they needed to travel long distances by air. The vehicles' energy source and range of speed were not mentioned, but Jetsleds were shown matching pace with the larger Wind Raiders.



Teela rode one of the flying vehicles (called the Jet Sled) from Eternos Palace to Castle Grayskull when it fell under attack by Skeletor.

## 2008 MOTU CLASSICS

Again called the Jet Sled, the vehicle was still a one-person flying attack craft used by the Masters of the Universe and the army of King Randor. The heroic airship adventurer Sky High was an expert pilot of the

Jet Sleds, which he upgraded for faster acceleration and smoother landings. Jet Sleds made up Sky High's small fleet of escort fighters that guided the *Starship Eternia* as it carried He-Man home to the Eternos Palace after his long sojourn in space. Sky High flew a Jet Sled several months later during the Third Ultimate Battleground against the Unnamed One's forces.

As in the Filmation series, the Jet Sled had two different figurehead designs, one with a griffin's head and the other with a snake's head. In contrast to the two designs' use in the Filmation series, the snake version flown by the Evil Warriors appeared connected to the Battle Ram's launcher when it was sold as a toy.

## 2012 DC MOTU COMICS

The Sky Sled appeared with its familiar blue color and griffin head as a flying vehicle used by the Masters of the Universe.



IMAGE COURTESY OF DC COMICS

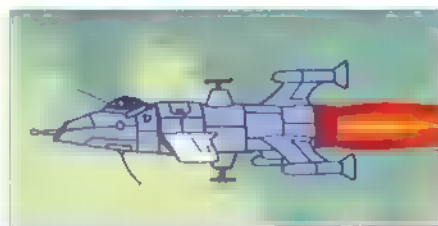
## SKY SPEEDER



**1985 FILMATION POP ANIMATED SERIES**  
Baron Condore and his men used the Sky Speeders. They were gray air vehicles that resembled the Sky Sleds

flown by the Masters of the Universe on Eternia but lacked the animal figureheads.

## SKY-SPY



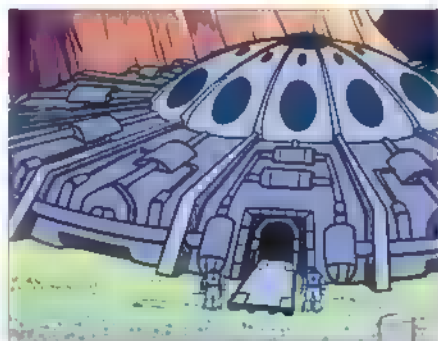
**AFFILIATION**  
Heroic Warriors

Space-based reconnaissance

**1985 FILMATION MOTU/POP ANIMATED CHRISTMAS SPECIAL**

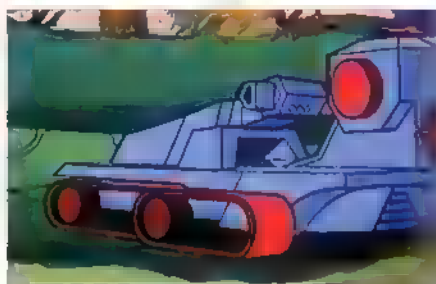
The Sky-Spy was a large rocket ship designed by Man-At-Arms to relay information back to the Royal Palace, giving the heroes a complete picture of Skeletor's every move. It accidentally warped to the planet Earth when Orko used his magic on it.

## SLAVEMASTER'S SPACESHIP



**1983 FILMATION MOTU ANIMATED SERIES**  
The evil Slave Master used a giant ship that resembled a flying saucer with a dome at the top as well as windows and air vents. The ship had a front hatch that served as its main entrance. The ship's interior contained multiple prison cells that the Slave Master used to hold his captives before forcing them to work in his mines.

## SMALL TRAK



**AFFILIATIONS**  
Heroic Warriors

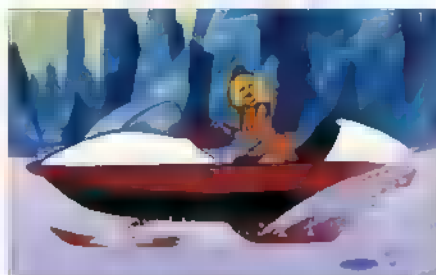
**1983 FILMATION MOTU ANIMATED SERIES**  
The Small Trak was a ground transport vehicle used by the Heroic Warriors. Based more closely on the toy version of the Attak Trak, which had been drastically changed into a multipassenger transport for the cartoon series, the Small Trak was only big enough for a single driver, although He-Man balanced on the vehicle's back for short distances. The Small Trak's treads operated in precisely the same manner as the Attak Trak, enabling it to traverse land and uneven ground at a great pace, and like the Filmation Attak Trak, its colors were reversed from the toy with a blue body and red elliptical wheels.

## SNOW MACHINE

Heroic Warriors

**1984 UK WORLD MOTU ANNUALS**  
The Snow Machine was an experimental vehicle that could quickly traverse the snowy terrain of Eternia.

## SNOWMOBILE



**1983 FILMATION MOTU ANIMATED SERIES**  
This snowmobile was a fast-moving vehicle that could travel quickly over the icy terrain of Eternia's frozen north. It was red, black, and white in color, and traveled on skis and treads.

## SOLAR CLIPPER



**AFFILIATION**  
Sea Hawk

**SPECIAL ABILITIES**  
Flight

**1985 FILMATION POP ANIMATED SERIES**  
After their reunion, a marooned Sea Hawk refitted the old ship of his father, the Falcon, and named it the Solar Clipper. The ship used solar sails to fly in the air as well as sail on the seas.

## SOLAR SAILOR

Evil Horde  
Great Rebellion

Flight  
Stealth

**1985 FILMATION POP ANIMATED SERIES**  
The Solar Sailor was Sea Hawk's pirate ship. It functioned as both a seagoing vessel and a flying ship thanks to the power of its solar-powered sails, which also granted it stealth capabilities. The Solar Sailor initially served the Horde, but its crew turned against them after Adora convinced Captain Sea Hawk to join the Great Rebellion in fighting the Horde.



**2008 MOTU CLASSICS**  
The Solar Sailor's role was largely unchanged in the Classics continuity, although no mention was made of the ship's flight or stealth capabilities. Sea Hawk, here known as Captain Jeoff Blithe, was later shipwrecked on an island, where he reunited with his lost father, Captain Falcon, but it was never revealed if the Solar Sailor itself had been involved in the wreck.



## SPACE CARAVAN

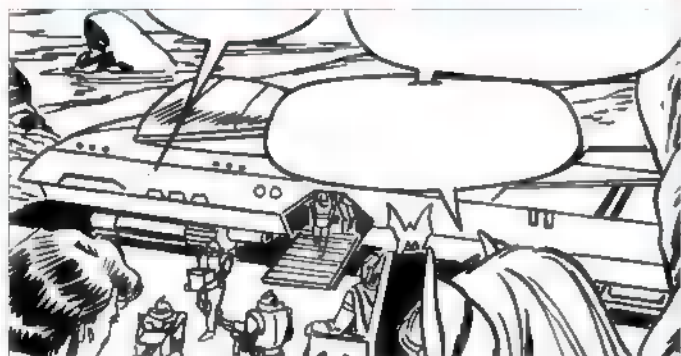


**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Space Caravan was a ship owned by Captain Dipper. Though in a state of disrepair, the ship carried a hold full of

exotic animals being taken to Primus. Skeletor stowed away onboard in order to sneak past Primus's shield.

## SPACESHIP



**1986** UK POP COMIC MAGAZINES

This mysterious alien spaceship crash-landed on the Grim Beach. Hordak used the Power Cubes that had been fueling the ship to create his Pathfinder machine.

## SPIDER DRONE



Evil Warriors

Laser cannons

**1983** FILMATION MOTU ANIMATED SERIES

The Spider Drones were six-legged machines invented by Trap Jaw. They were used by Skeletor and Trap Jaw and could fire lasers from a round module that extended from their foreheads.

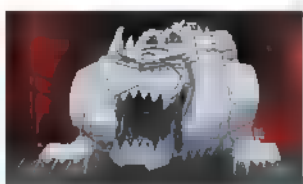
## SPITBULL

Masters of the Universe

Laser cannon

**2002** MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The Spitbull was created by Man-At-Arms to defend Eternia against the Snake Men. It mimicked the appearance of a dog with fierce metal claws and powerful legs allowing it to move



with great agility and jump long distances relative to its large size. A cannon was concealed in the Spitbull's menacing jaw, equipped to fire both lasers and a sticky green goo that could bind the Snake Men in place. Its pilot compartment could accommodate multiple passengers, and it came with a communication device to coordinate with other vehicles on the battlefield.

The Spitbull was used to fight the Snake Men in the Mines of Zahrkain and to stop a battle between the Speleons and the Caligars in Subtania. However, despite its effectiveness, the Spitbull was destroyed in the defense of the Royal Palace of Eternos by the giant god-beast Serpos.

## SPRING'S SHIP



Camouflage Circuit

**1986** UK MOTU COMIC MAGAZINES

Spring traveled the universe in a small, egg-shaped spacecraft. The ship was equipped with a Camouflage Circuit that enabled it to blend into the background on every planet, so the ship would not be disturbed while Spring was busy at work spreading his eggs. When Skeletor captured Spring and forced him to allow him onboard his ship as it headed for Eternos, Spring used the Camouflage

Circuit to form a message on the ship's door, alerting the Heroic Warriors that Skeletor was inside.

## SPYDOR

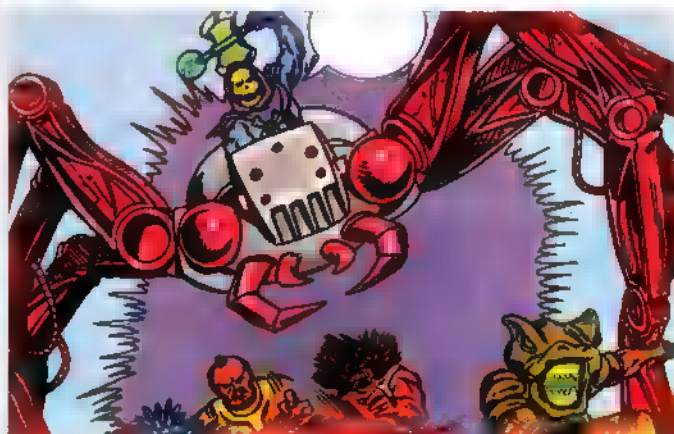
Evil Stalker

Laser guns

Capture pincers

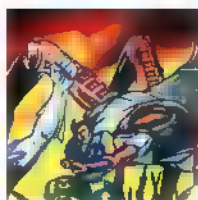
Evil Warriors  
Demons of Evil  
Evil Horde

All-terrain travel



**1983** MOTU MINICOMICS

Spydor was a giant mechanical monstrosity ridden by Skeletor. The vehicle resembled an enormous spider. Its body was black, and its six long mechanical legs were bright crimson. It had two fearsome pincers that could capture and crush victims, two glowing, sinister eyes, and two rotating laser cannons. Despite its size, Spydor only accommodated a single driver, who rode on its back.

**1983 GOLDEN MOTU BOOKS**

In the Golden books, Spydor was created when Skeletor used his Mechano Ray to transform a giant spider into a living machine.

**1986 MARVEL STAR MOTU COMICS**

Spydor was simply a large mechanical vehicle shaped like a menacing spider in the Marvel Star comics, but it could still capture foes in its claws and

travel across all kinds of terrain with its long legs. Man-At-Arms considered the giant robot to be "shoddy construction," but he was still unable to free himself when captured before Skeletor's warriors could strike.

**1986 UK MOTU COMIC MAGAZINES**

In the UK comics, due to Spydor's large size, Skeletor was able to command his warriors from a great height within its cockpit and usually drove the vehicle himself. It was only on rare occasions that Skeletor's henchmen ever got to drive Spydor. It was an effective capture vehicle, for its jaw mechanism could seize an opponent and grip them tightly.

**1987 GERMAN EHAPA MOTU COMICS**

In the German Ehapa comics, Skeletor constructed Spydor himself, but it was still equipped with two laser guns and capture pincers.

**2012 DC MOTU COMICS**

In a change from Spydor's traditional place in Skeletor's arsenal, it appeared in the 2012 DC comics as a giant cyborg beast used by the invading Evil Horde army in battle against the combined forces of the Snake Men and the Heroic Warriors on Eternia. Spydor towered over the battlefield but continued to use its sinister front pincers to attack victims.



IMAGE COURTESY OF DC COMICS

**STAR SHUTTLE**

Heroic Warriors

**1986 UK MOTU COMIC MAGAZINES**

The Star Shuttle was a vehicle used by the Heroic Warriors for space travel. He-Man and Moss Man used the Star Shuttle when investigating what appeared to be a third moon over Eternia.

**STAR TRADER****1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES**

The Star Trader was Treylus's personal spacecraft, which he used to transport supplies between worlds in his role as a trader. It was small but fast.

**STARFINDER 5**

Earthlings

**1987 MARVEL STAR MOTU MOVIE ADAPTATION**

On July 10, 2221, the spacecraft *Starfinder 5* ventured from Earth, only to crash-land on Eternia some one thousand years before the birth of Prince Adam. The astronauts carried with them the American and NASA flags and became the first Eternians.



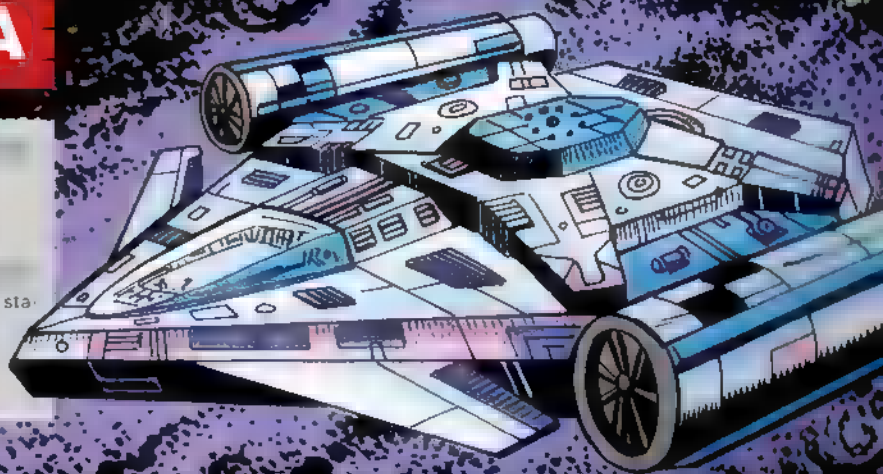
# STARSHIP ETERNIA

Starship  
Power Tower

Galactic Guardians  
Galactic Protectors  
King He-Man's Masters of  
the Universe

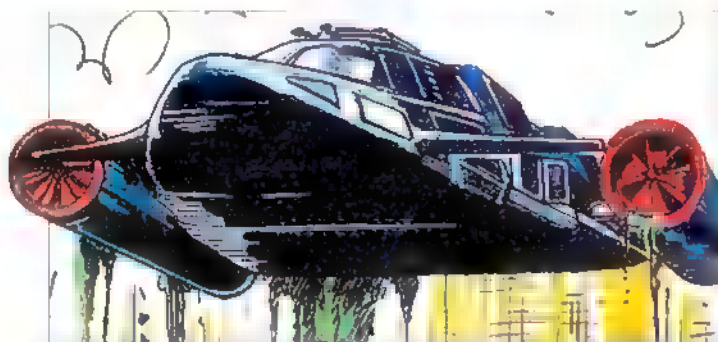
Energy weapons  
Field disruptors  
Missiles

Transforming into a space sta-  
tion or ground station  
Traveling through time  
Cloaking device



## 1984 UK WORLD MOTU ANNUALS

The *Starship Eternia* was the flagship for the Galactic Warriors. Captain Darius and Icarus used the *Starship Eternia* to travel through the turbulent Laser Gate and into the past to locate and recruit He-Man. They believed He-Man was the man who could stop the evil forces of the Galactic Mutants. The starship was named after the legendary planet Eternia.

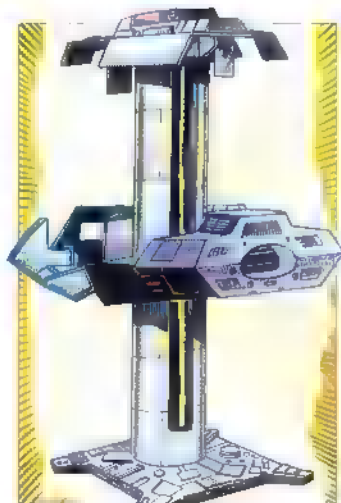


## 1984 GERMAN MOTU AUDIO PLAYS &

## 1984 GERMAN INTERPART-CONDOR MOTU COMICS

In the German audio plays the starship was said to be the most enormous spacecraft ever seen in the universe, and it was the only one capable of traveling through time and space between the Triax Star System and Eternia.

Designed and built by Darius, the starship was made up of many separate parts and could be reconfigured into a multilevel space station. Its front section could detach and function as a separate spacecraft without affecting the primary ship's operation. The starship's computer system was equipped with an artificial intelligence that communicated with its pilots.



## 1987 GERMAN EHAPA MOTU COMICS

Simply called "the Starship" in the German Ehapa comics, the vessel was again a large spacecraft used by

Darius and Icarus to travel from the Triax Star System to Eternia. Its front module could still detach as a separate spacecraft, while the whole Starship could be converted into a space station called the Power Tower.



## 1989 HE-MAN MINICOMICS

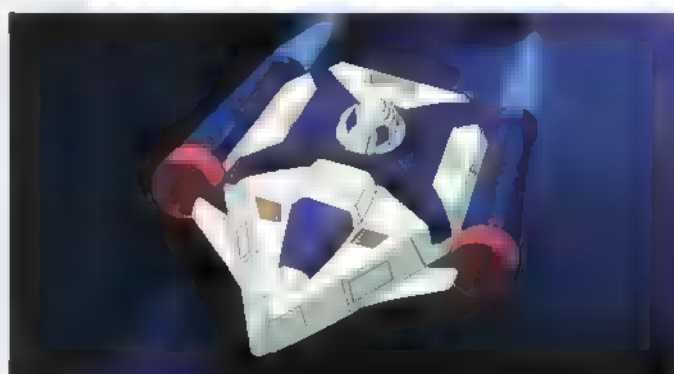
In the *He-Man* minicomics, Hydron and Flipshot arrived onboard their ship from the future. While they were in search of the legendary hero He-Man, Skeletor tricked them into draining Castle Grayskull of its legendary power and transferring it into their starship.

The spaceship was dubbed the *Starship Eternia* after He-Man's home planet, and it became the new repository for the power of the universe. Because the power was housed within the vehicle, He-Man now had to call upon the name of the starship itself in order to invoke the power of the universe, exclaiming, "By the power of Eternia! I have the power!"

The ship was again considered immense in size and was fully equipped for travel through space and time, and its advanced thrusters enabled it to move at high velocity. It was fully armed with high-power laser cannons and, presumably, every futuristic weapon system imaginable. Additionally, *Starship Eternia*'s space station form could also land on a planet to serve as a ground-based battle station.

## 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

In the animated series, the ship was old and out of use when He-Man came to Primus. Originally known simply as "the Starship," it was buried beneath



Onnor after the shield had been erected, making such weapons obsolete and illegal. When the Mutants' attacks intensified and the Primans needed a way to defend themselves, the Starship was raised from Onnor by Hydron and Flipshot, who named it in honor of He-Man's home planet. The *Eterna* was an incredibly powerful ship and became the flagship of the Priman space force during He-Man's battle with Skeletor and the Mutants. It was armed with multiple laser cannons and a cloaking device and could move at speeds fast enough to outflank even the Mutant Mothership.

#### 2008 MOTU CLASSICS

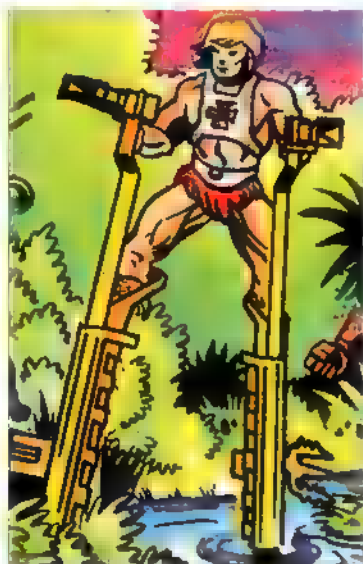
In the Classics continuity, the *Starship Eterna* was an intergalactic spaceship piloted by the Primus-born warrior Icarus. The Galactic Protector Darius sent both Icarus and Hydron onboard the starship through the Laser Gate to find the Twins of Destiny, He-Man and She-Ra, on the planet also called Eternia. In a change from previous incarnations, the ship did not use time travel to reach the planet Eternia. He-Man again combined his powers with the ship, and Prince Adam gave up his alternate identity to become He-Man permanently. The *Starship Eterna*'s energy enhanced He-Man's strength even more than before and allowed him to travel through space in order to battle his archenemy Skeletor.

During He-Man and She-Ra's years in the Tri-Solar System, Icarus was not the ship's only pilot. Young Primans Mara and Caz flew the *Starship Eterna* to retrieve He-Man while the Galactic Protectors were overwhelmed by other perils.

After five years of conflict in the Tri-Solar System, both He-Man and Skeletor's forces suffered tremendous losses at the Battle of Fetra IV, which convinced them to join forces to attack Horde Prime on Horde World itself. Icarus piloted the *Starship Eterna* directly into Horde space and used the ship's field disruptor to shut down the planet's shields for a brief twenty-second window during which they attacked Horde Prime's citadel.

The *Starship Eterna* survived the assault on Horde World, but She-Ra disappeared after destroying Horde Prime. He-Man and Icarus searched for her for ten years with the *Starship Eterna*, encountering many new allies and fierce enemies, but never succeeded in finding She-Ra. Eventually He-Man learned that his father, King Randor, had passed away on Eternia, and he asked Icarus to pilot the ship back to his home world so that he could take his place as his father's successor.

### STILT STALKERS



Heroic Battle Stilts

Heroic Defenders  
Masters of the Universe

Laser blasters

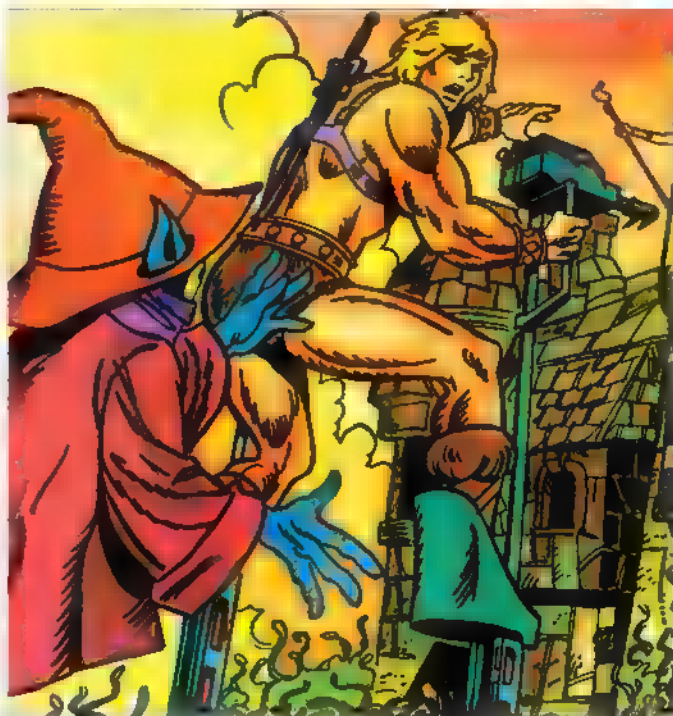
Fast walking

#### 1983 MOTU MINICOMICS

The Stilt Stalkers were mechanical battle stilts employed by the Heroic Warriors. They were extremely useful for navigating swampy terrain and were equipped with lasers.

#### 1984 GERMAN MOTU AUDIO PLAYS

The Stilt Stalkers were good for giving a warrior increased speed as well as navigating difficult environments. They were large enough to reach up to Castle Grayskull's towers and fast enough for a warrior to move between Grayskull and Eternia without exhaustion.



#### 1986 UK MOTU COMIC MAGAZINES

The Stilt Stalkers were built by Man-At-Arms as both a weapon and a method of transport. With the Stilt Stalkers, the Heroic Warriors could more easily traverse rough terrain or dense vegetation, and they had the benefit of enhanced height and firepower from the inbuilt lasers. They were one of two weapons (the other being the Megalaser) that Man-At-Arms made after learning that Hordak had built possibly his most powerful weapon yet in the form of the Mantisaur. Man-At-Arms felt the Heroic Warriors needed more powerful weapons if they were to continue to successfully counter the Horde's attacks.

The Stilt Stalkers were fitted with a special battle vest and were used by He-Man in his first battle against Hordak's Mantisaur.



#### 1987 GERMAN EHAPA MOTU COMICS

In the Ehapa comics, the Heroic Defenders owned several Stilt Stalkers, which also could be carried on a warrior's back. As in previous canons, the mechanical stilts enabled He-Man and his friends to walk at increased speeds without needing motorized vehicles, and they were armed with laser blasters for combat.

### STRATODBLASTER



Royal Family of Eternia

#### 1983 FILMATION MOTU ANIMATED SERIES

A birthday present for King Randor, the Stratoblaster was a white airship that had a single covered cockpit, wings, and red side engines.



## STRIDOR

## TITLES

Heroic Armored War Horse

## AFFILIATIONS

Heroic Warriors

## SPECIAL ABILITIES

Early warning system for detecting danger

Front-mounted dual laser  
cannonsRear-mounted swiveling laser  
cannon

commonly seen as Fisto's steed of choice but were ridden by other Heroic Warriors.

## 1983 LADYBIRD MOTU BOOKS

The Ladybird books also featured the concept of multiple Stridorors but added that they possessed Geo-Sensors to warn the rider of oncoming danger, much like Stridor's early warning mechanism from the Filmation series. The sensors were connected to the Stridorors' superintelligent bionic brains.

## 1984 GERMAN MOTU AUDIO PLAYS

Stridor was a mechanical war horse in the German audio plays. Constructed by Man-At-Arms, it outclassed living horses. Stridor could understand any order given by its rider and was agile enough to overcome all kinds of obstacles.

## 1984 GERMAN INTERPART-CONDOR MOTU COMICS

Stridor was described as He-Man's invincible armored war horse, and his steady stomps made the ground tremble.



## 1986 UK MOTU COMIC MAGAZINES

In the UK comics, Stridor was a brave and loyal steed usually ridden by He-Man or Fisto.

## 2012 DC MOTU COMICS

The 2012 DC comics once more treated Stridor as a fleet of android steeds, this time carrying King Randor's Fifth Division into the Battle of Sarnscepter. Soldiers straddled the Stridor horses rather than ride with their legs inside of them, as they did with the vintage vehicle.

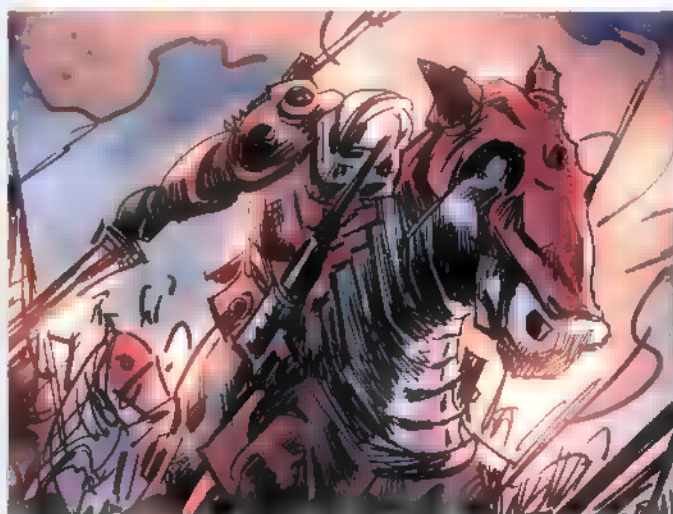


IMAGE COURTESY OF DC COMICS



## 1983 FILMATION MOTU ANIMATED SERIES

While the Heroic Warriors had many android horses, even one named Strider, Man-At-Arms built a more well-armed mechanical equine named Stridor, with a brown, silver, and orange color scheme. Possessing more strength than other android horses, Stridor

also had a computer system that could detect imminent danger. To warn his rider of an attack, Stridor would give an alarm neigh, like a real horse.

During a battle with the evil wizard Morgoth, Stridor demonstrated true heroism when he penetrated the evil wizard's magic barrier designed to keep out all living things. Since Stridor was not alive, he successfully knocked Morgoth's magic gem and anchor to Eternia out of the barrier, allowing He-Man to destroy it and prevent Morgoth's return. Grateful, He-Man carried Stridor to Man-At-Arms for repairs despite being weakened himself during the battle. After restoring the android's functions, Man-At-Arms used a specially designed Electro-Thought Monitor to discover that Stridor, despite being a robot, dreamed of freedom. The Sorceress suggested that the battle with Morgoth had given Stridor a spark of life and that he now possessed a mind of his own. As a result, Man-At-Arms granted Stridor his dream of freedom, although He-Man speculated Stridor would return when he was needed.

## 1983 MOTU MINICOMICS

In the minicomics, Stridor was presented as Fisto's heroic armored war horse. The magnificent steed wore an orange helmet and was capable of delivering mighty kicks with his rear legs.

The armored war horse was intelligent and possessed the power of speech. When Fisto was taken prisoner by the Evil Warriors, Stridor saved him by alerting He-Man.

1983 GOLDEN MOTU BOOKS &  
1984 UK WORLD MOTU ANNUALS

In the Golden books, Stridorors were android horses serving Randor's army as mechanical steeds. They could travel into areas where a normal horse could not in any type of weather. Stridorors were

## SUB-CRUISER

Heroic Defenders

## 1987 GERMAN EHAPA MOTU COMICS

The Sub-Cruiser was a submarine used by the Heroic Defenders to search for Man-At-Arms and Teela after they were lost during an expedition. Though not very fast, it was armored and equipped with modern locating technology.



At-Arms and Teela after they were lost during an expedition. Though not very fast, it was armored and equipped with modern locating technology.

## SWEET BEE'S SCOUT SHIP

## 1985 FILMATION POP ANIMATED SERIES



Sweet Bee's Scout Ship was a space vessel resembling a bumblebee. The ship could scan planets to determine their ability to support life. The ship was completely unarmed, as its objective was only peaceful missions. It reported its findings to the Hive, Sweet Bee's mother ship.

# TALON FIGHTER

Flying Vehicle

## AFFILIATION

Heroic Warriors  
Evil Warriors  
Masters of the Universe  
Monster Warriors  
Fighting Foo Men

Laser guns  
Missiles  
Side-mounted cannons

Flight  
Space Travel  
Time Travel



## 1982 DC MOTU MINICOMICS

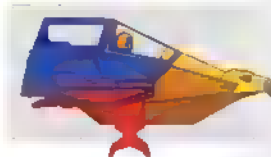
The Talon Fighter was a large flying vehicle utilized primarily by the Heroic Warriors. It was described as "the mightiest flying machine on Eternia." Its chassis was yellow and orange, while its wings and feet were red and its canopy was

blue with clear windows and a blue radar dish mounted over the top. The Talon Fighter was named for its resemblance to a taloned hawk or falcon.

Early depictions of the Talon Fighter made it clear that the vehicle was a hybrid of magic and technology. It was inextricably linked to the mystic outpost known as Point Dread which appeared on Eternia only once every twenty years.

## 1983 FILMATION MOTU ANIMATED SERIES

In the animated series by Filmation, the Talon Fighter was a simple two-person flying vehicle that resembled a bird of prey, with no association to the Point Dread outpost. It was kept alongside the regular vehicles ■ the Royal Palace. Although it was a heroic vehicle, in one episode the evil Lord Todd appeared to possess a Talon Fighter of his own.



## 1983 MATTEL MOTU BOOK AND RECORD SETS

In the *Power of Point Dread* book and record set which came with the toy, the Talon Fighter was powered by the mystic energies of Point Dread and was capable of traveling through time and space while still perched on the outpost. He-Man mentioned that the Talon Fighter was designed to be flown by two pilots, though he was able to fly it alone when necessary. Skeletor successfully captured the Talon Fighter and Point Dread, but He-Man was able to defeat him by causing him to accidentally turn the vehicle against Point Dread itself, seemingly destroying them both but actually transporting them away so that they could one day return.

Later depictions did away with the magical aspects of the Talon Fighter, and it was presented as a standard flying vehicle used by the Heroic Warriors.

In all instances, the Talon Fighter was quite large and equipped with powerful missiles and laser guns.



## 1983 GOLDEN MOTU BOOKS

Much like in the animated series and later minicomics, the Talon Fighter was presented as just another flying vehicle ■ the Golden books, in which it was flown by the Heroic Warriors.



## 1983 LADYBIRD MOTU BOOKS

The Talon Fighter could not only fly but also climb faster than any vehicle on Eternia, presumably with its talon-shaped landing feet. While it was presented as a piloted vehicle, ■ Talon Fighter could be remote controlled by another if it fell into the wrong hands.

## 1984 UK WORLD MOTU ANNUALS

The Talon Fighter was unchanged for the World annuals, but it was rumored to be the fastest flier in the Heroic Warriors' arsenal.



## 1984 GERMAN MOTU AUDIO PLAYS

Described as being shaped like an orange eagle, the Talon Fighter was able to fly through outer space to foreign planets in the German audio plays. Its cockpit was also larger and granted space for at least four passengers. When the pilot activated its talon force field, the vehicle could break through the "time wall" and fly into the future. The Talon Fighter always rested atop Point Dread, a mobile staging post that changed its location regularly and sometimes could be found in space. Though initially piloted by Skeletor, the Talon Fighter was usually controlled by the Masters of the Universe.

## 1984 GERMAN INTERPART-CONDOR MOTU COMICS

The Talon Fighter remained ■ large aircraft that could carry several passengers in the German Interpart-Condor comics. ■ was again able to fly through space and was reenergized by its mobile staging post, Point Dread. Whether on top of Castle Grayskull or in the outskirts of Eternia, wherever the pilot wanted to land the Talon Fighter, Point Dread followed the aircraft.



## 1986 UK MOTU COMIC MAGAZINES

In stark contrast to other media, the UK comics depicted the Talon Fighter as a small and simple open-topped vehicle used by the Evil Warriors rather than the heroes.

## 2008 MOTU CLASSICS

The Talon Fighter received ■ reimagined origin in the 2008 Classics toy line and minicomics. Still a bird-shaped flying attack craft of the planet Eternia, it





was revealed to have previously served as one of several war machines created and used by the fiendish Fighting Foe Men, greedy pirates who terrorized Eternia. The Talon Fighter had been the vessel of Dawg-O-Tor, whose armor and weapons were fashioned to resemble its design. Eventually the Heroic Warrior Vikor magically froze the Fighting Foe Men and their war machines inside a glacier, but thousands of years later the evil Hordak freed them and added them to his mighty army. While the Fighting Foe Men fought for the Horde during the Second Ultimate Battleground, the Talon Fighter appeared on the side of the Masters of the Universe who fought against them. It was not revealed if the Talon Fighter had been captured or if there was more than one.

The Talon Fighter was still connected to the outpost known as Point Dread, since they were both produced and sold together in the toy line, and they retained their ability to appear atop one of the towers of Castle Grayskull itself.



IMAGE COURTESY OF DC COMICS

### 2012 DC MOTU COMICS

The Talon Fighter retained its familiar design from previous media when it appeared in the new DC comics. Thanks to a rope hanging from one of its wings, the Talon Fighter saved He-Man and his friends from certain doom during a battle with the overwhelming invading Horde army and took them to a refuge at Point Dread.

## TERROR TURTLE

### 1983 FILMATION POP ANIMATED SERIES

Dr. Zoog's bright-green Terror Turtle was a unique mode of transportation that served as a functional weapon. The vehicle resembled a crab with a hard shell that was adorned with spikes. The Terror Turtle not only had four legs but also four additional limbs that sprouted from the top of its shell, each with a different weapon at the end. Two of the limbs had claws; one had a large laser gun, and the other had a hammer. The Terror Turtle also had the ability to burrow underground.



## TERRORCLAW

### 1984 THE MOTU TOYS

Terrapod

Galactic Mutants

### 1984 THE MOTU TOYS

Giant claw

Laser cannons

All-terrain navigation

### 1984 UK WORLD MOTU ANNUALS

The Terrorclaw appeared in the World annuals as the Terrapod, a vehicle used by the Galactic Mutants in two different ways: it could serve as a two-legged, all-terrain walker or transform into a wheeled transport. The Terrapod was equipped with a giant claw attached to a cybernetic arm. The claw could be used to capture the enemy or cause massive damage. If the Mutants needed to evacuate the vehicle in a hurry, they could make use of a hinged escape hatch on its underside.



### 1989 HE-MAN MINICOMICS

In the He-Man minicomics, the Terrorclaw was in constant use by the Evil Mutants as part of their plot to steal the Trifusium Crystal. The Terrorclaw was only shown in its bi-pedal walking mode, but its extending claw arm and laser cannons were

always at the ready when they engaged the Galactic Guardians. At one point, Skeletor docked his shuttle pod to the top of the Terrorclaw and controlled the two as a single powerful vehicle.

### 1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Terrorclaws were among the Mutants' main attack vehicles, and they retained their ability to interface with the Mutant shuttle pods and were shown capable of flight in their combined form.

TRIVIA: Terrorclaw was marketed as "Terrapod" in European countries.



## TERRORDACTYL



Evil Warriors

Energy cannons  
Missiles

### 2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The Terrordactyls were fast and highly maneuverable flying purple vehicles used to deliver the Evil Warriors to battlefields across Eternia from their fortress of Snake Mountain in the Dark Hemisphere. They resembled pterodactyls and other birds of prey and were heavily armed with twin energy cannons and missile launchers housed in their wings. The addition of Terrordactyls to Skeletor's arsenal served as an effective countermeasure to the Masters' Battle Hawks. Like other flying vehicles of their kind, the Terrordactyls were fragile and could be destroyed with a single swipe of Battle Cat's powerful claws.

### 2002 MVCREATIONS MOTU COMICS

In the MVCreations comics, Skeletor deployed a fleet of Terrordactyls flown by his enchanted Bone Warriors. Terrordactyls had laser weapons and missiles attached to their wings. They proved to be not very durable, crashing soon after sustaining battle damage—such as when Clawful accidentally struck the underside of a passing Terrordactyl.



## TERROTREAD



**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Terrotread was a mutant vehicle. Smaller than a Terrorclaw, the

Terrotread seated one Mutant and was equipped with two robotic arms and a large laser weapon.

## TIME SPHERE



Galactic Guardians

Time travel

**1986** MOTU NEWSPAPER STRIPS

The Time Sphere was a time machine and spaceship that could travel across eons and light years. It was very simple in appearance and looked like a polished, dark globe. The Time Sphere was used by Hydron and Flipshot to travel to Eternia in order to locate He-Man and return with him to Primus. He-Man and Skeletor used the Time Sphere to return to Eternia when their adventures in the future concluded.

## TIME VESSEL

Time travel



**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Time Vessel was a vehicle created by the Scientists of Primus to enable

Captain Hydron and Lieutenant Flipshot to travel to the past and find the hero they needed to defend Primus. The vessel could only be used at the time of the Great Event, a period during which the past and future would collide and open a portal through time. Alcon tried to name the device the Alcon-One and take credit for its creation, much to the annoyance of the other scientists.

## TORG SHIP



Torgs

**1983** FILMATION MOTU ANIMATED SERIES

Although boxy, the Torg ships were incredibly versatile in battle. The green ships had front-mounted gun turrets and seated two pilots. The ships were also equipped with a claw that could extend from the wing at great speed to grab a flying foe.

## TRACTOR



**1983** FILMATION MOTU ANIMATED SERIES

This futuristic tractor was driven by farmers Abram and Elmas from a piloting module beneath a glass dome. It had two treads on the front and two huge wheels at the back.

## TRACTOR VEHICLE



**1983** FILMATION MOTU ANIMATED SERIES

The farming community in the village of Pax used the Tractor Vehicle to load and transport their harvest from the field to their storehouses. The Tractor Vehicle was yellow with red treads that pulled an open wagon.

## TRADEWIND



Pirates

**1984** UK WORLD MOTU ANNUALS

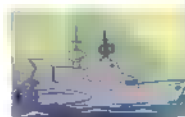
The *Tradewind* was a pirate ship in the early days of Eternia. It carried the sacred statue of the She-Wolf Agnar, which had been plundered by its crew. In a long-lasting mystery, the *Tradewind* disappeared. It was eventually found shipwrecked in the shallow bay of Lizard Island.

The *Tradewind's* ruins were discovered by Captain Davro and the crew of the *Silver Star* while it transported King Randor's nephew Michael across the sea. They also discovered that Skeletor had located the wreckage and salvaged the lost sacred statue.

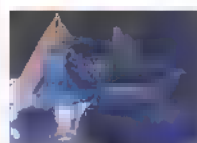
## TRADING SHIP

**1983** FILMATION MOTU ANIMATED SERIES

Trading ships were used to transport goods all over Eternia. Most ships had full crews, but Man-At-Arms created a fully remote-controlled model when ships began disappearing under the sea. The trading vessels were rocket powered and looked like a cross between a battleship and a yacht.



## TRANSPORT



**1987** MOTU FILM

This transport was a long ship used by Evil-Lyn when Skeletor sent her to Earth to recover the Cosmic Key. The flying vessel carried Evil-Lyn, Beast Man, Blade, Karg, and a platoon of Centurions to Charlie's Good Vibrations Music Emporium, where they engaged He-Man, Man-At-Arms, and Teela in battle.



## TRANSPORT FLIGHT 1138

**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Transport Flight 1138 was an interplanetary robot transport, traveling between planets in the Tri-Solar Galaxy.



**TRIVIA:** The name was likely an homage to *Star Wars* creator George Lucas, who used the number "1138" in many of his sci-fi films.

## TRANSPORT SHIP



**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

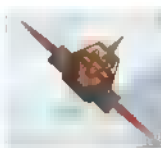
Mutant Transport Ships

were large vessels used to transport prisoners during the Mutant occupation of Primus.

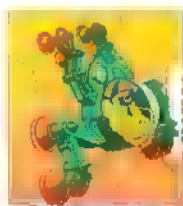
## TREETOPPER

**1983** FILMATION MOTU ANIMATED SERIES

The Treetopper was a flying vehicle used by the Tree People. It was essentially a streamlined Wind Raider, complete with the same coloring.



## UP-SCALER



**1985** US MOTU MAGAZINES

The Up-Scaler was a heroic climbing vehicle equipped with four sets of suction arms for climbing on walls. The flexible transport could easily

scale vertical and sloped surfaces such as mountainsides, slick walls, and trees.

## VELOCIBUS

**1990** NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Velocibus was a public transportation system used on Primus to travel through the tubes in the underground city of Onnor.



## VELVET GLOVE



**1985** FILMATION POP ANIMATED SERIES

The Velvet Glove was Horde Prime's flagship on the Filmation *She-Ra* series. It was large enough to be visible to the naked eye from orbit and cast a vast shadow over Etheria. The Velvet Glove was the most powerful single vessel in the galaxy. Horde Prime once had two of them, before Hordak accidentally destroyed one during a battle with Skeletor.



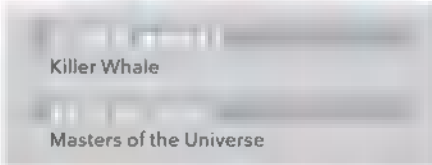
## WAGGON-TRAIN



**1986** UK MOTU COMIC MAGAZINES

The Waggon-Train was a form of mechanized transport for ordinary Eternians that ran along specially built rail lines. Man-At-Arms and Roboto defended a Waggon-Train when it fell under attack by the Fright Fighter in the Weirdlands.

## WAR WHALE



Killer Whale

Masters of the Universe



**2002** MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The War Whale was a small vessel similar to a water ski, armed with a laser cannon and resembling a killer whale. It was created by Man-At-Arms and used to carry him and He-Man quickly across the Ocean of Gnarl to reach the island of Anwat Gar.

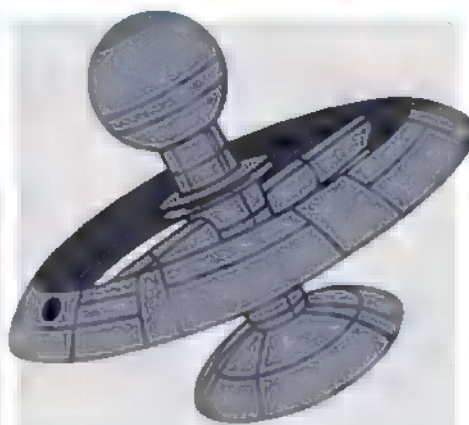
## WATER RAIDER

Masters of the Universe

**2002** MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The Water Raider was a fast watercraft designed to serve as a maritime version of the Wind Raider. It featured a three-seat cockpit and wings, allowing it to maneuver in the air for short distances to avoid colliding with obstacles on the water's surface. The boat appeared in a single episode and was used by Man-At-Arms, Teela, and Prince Adam to visit Dekker on Orkas Island.

## WEATHER WHEEL



Evil Horde

**1985** FILMATION POP ANIMATED SERIES

The Weather Wheel was a satellite created by Modulok that could manipulate the weather and caused black snow to fall upon Galacia, one of Etheria's northern kingdoms.

## WEBSTOR'S WIND RAIDER

Evil Warriors



**1983** FILMATION MOTU ANIMATED SERIES

Webstor's Wind Raider was virtually identical to the regular Wind Raider, except it had six mechanical spider legs sticking out from the sides of the vehicle.

# WIND RAIDER

Assault Lander

Heroic Warriors

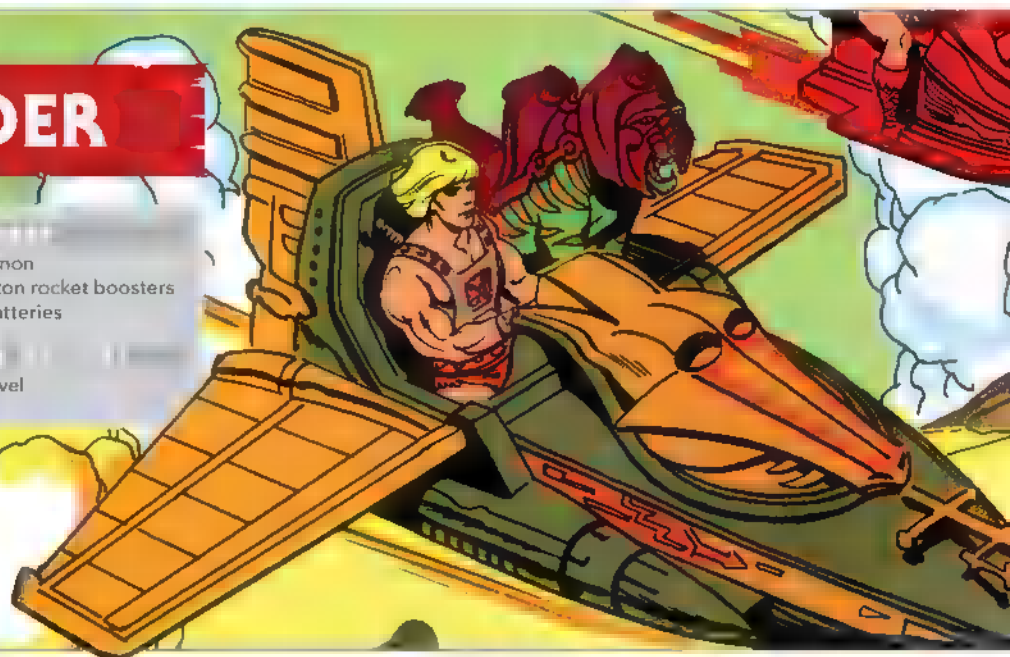
Masters of the Universe

Laser cannon

Twin photon rocket boosters

Missile batteries

Space travel



## 1982 MOTU MINICOMICS

The Wind Raider was Man-At-Arms' high-speed flying vehicle. ■ had a green body with orange wings and tail fin and a falcon-like design on its side. In addition to attaining high velocity, the Wind Raider could perform incredible aerial maneuvers. In many ways, the Wind Raider was ■ scientific miracle. For

example, its powerful thrusters enabled it to fly up a mountainside at a vertical ninety-degree angle.

A notable feature of the Wind Raider was its grappling hook and winch.

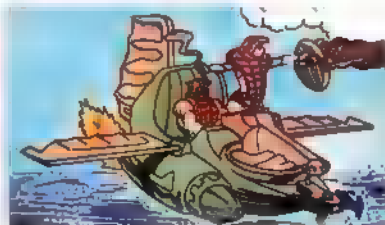
## 1982 DC MOTU COMICS

The Wind Raider was presented as a small single-occupant vehicle similar to its vintage toy, which could only hold one figure.

## 1983 FILMATION MOTU ANIMATED SERIES

In the Filmation series the Wind Raider was one of the main vehicles used by the Heroic Warriors. Unlike the toy, the Wind Raider was large enough to accommodate multiple passengers and even had front and back seats.

The Wind Raider was shown to have ■ superintelligent copilot mechanism that was linked to the driver's gauntlets or bracers.



## 1983 ITALIAN PIÙ MAGAZINES

In the Italian Più comics, the Wind Raider was the vehicle of Zodac, the cosmic explorer and pilot.

## 1984 GERMAN MOTU AUDIO PLAYS

The Wind Raiders were again the most frequently used aircrafts of the Masters of the Universe in the German audio plays. They were also said to be able to fly across Eternia within a relatively short time and featured ■ laser cannon for aerial combat. As in the Filmation series, the Wind Raider offered enough room for two to three passengers despite its relatively small size.

## 1984 GERMAN INTERPART-CONDOR MOTU COMICS

In the German Interpart-Condor comics, Man-At-Arms was credited with having built the Wind Raider. It was able to fly into outer space, where its pilots were protected underneath an invisible force field.



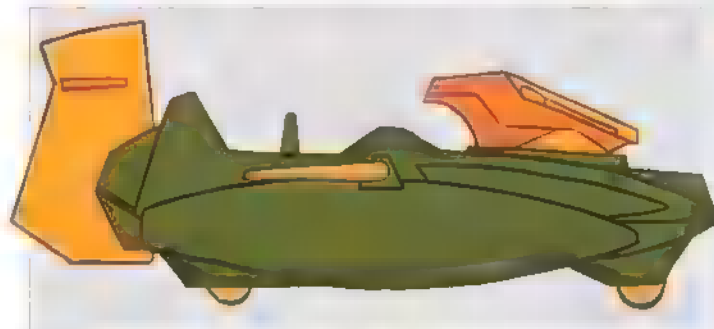
## 1986 MARVEL STAR MOTU COMICS

Looking less streamlined than in other media, the Wind Raider in the Marvel Star comics possessed a windshield, along with smaller wings and ■ blue color instead of the standard green. This almost aquatic-looking version of the Wind Raider could also seat four people.

## 1986 UK MOTU COMIC MAGAZINES

The Wind Raider was not only built by Man-At-Arms in the UK comic magazine but was also said to be one of his first creations. The Wind Raider also possessed the ability to hover for hours in a single spot, making it useful as a rescue vehicle.

A Wind Raider, likely stolen, was also used by the Evil Warriors on one occasion.







#### 1987 GERMAN EHAPA MOTU COMICS

The Wind Raiders were depicted in various colors in the Ehapa comics and were capable of carrying two pilots.

#### 2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

In the 2002 Mike Young Productions animated series, the Wind Raider was an advanced fighter plane created by Man-At-Arms to provide the Masters of the Universe with superior air support in their fight against evil. Its powerful engines were capable of vertical takeoff, with a cockpit large enough to comfortably seat the pilot and three passengers. The Wind Raider hovered in



place to unfold its wings, revealing large batteries of laser cannons that could bombard enemies in a shower of powerful and precise air strikes. Despite its impressive firepower, the Wind Raider was often quickly defeated in its cartoon appearances, falling from the sky after being struck by Two Bad's bazooka and Kobra Khan's corrosive venom in separate incidents.

#### 2002 MVCREATIONS MOTU COMICS

The Wind Raider in the MVCreations comics remained very similar to its appearances in the Mike Young Productions cartoon series; however, it was shown not to be a very agile and maneuverable vehicle, as it was incapable of making sharp turns.



#### 2008 MOTU CLASSICS

The heroic pilot Sky High helped upgrade the Wind Raider and other vehicles for faster acceleration and smoother landings in the Classics canon. Wind Raiders had wings made of Photanium, the strongest metal in the universe, and Coridite-plated fuel tanks, as well as an Eternium-location device. Their cockpits were designed for humans and Gars only.

#### 2012 DC MOTU COMICS

Wind Raiders were the primary vehicles used by the Royal Guard in the 2012 DC comic series. During an air battle with the Horde over the Sands of Time, the Wind Raiders aided She-Ra and Stratos while holding their own against the Horde fleet.



IMAGE COURTESY OF DC COMICS





## WORLD-SHIP

## AFFILIATIONS

Lion People

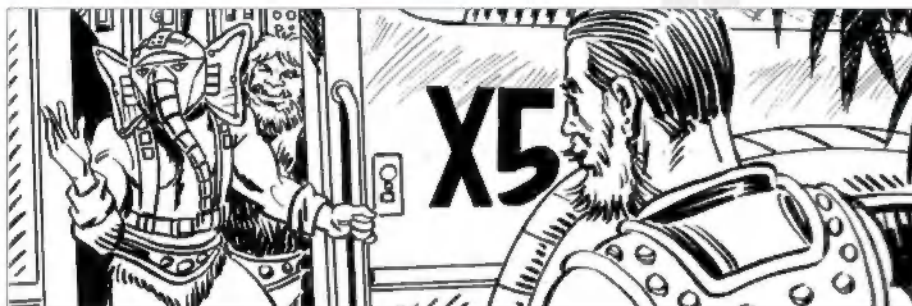
## SPECIAL ABILITIES

Flight

## 1984 UK WORLD MOTU ANNUALS

The World-Ship was a planet that had been converted into a massive spaceship. It was ruled by the purple-furred Lion People, who came to Etheria to steal its atmosphere after their own had grown too thin. When She-Ra and the Great Rebellion heard their story, Castaspella used her magic to fill the World-Ship's air tanks.

## X5 RESCUE SHIP



## AFFILIATIONS

Heroic Warriors

## 1986 UK MOTU COMIC MAGAZINES

The X5 Rescue Ship was used by Moss Man and Snout Spout to rescue He-Man and Fisto from the artificial planet on which they had been stranded by the Bridling dictator Rolca while on the way to the Ring System Games. The X5's sensors were able to scan the planet and isolate any unusual features, and it was the X5's computer that identified the entire planet as an artificial machine.

## XYKS' SPACESHIP

## AFFILIATIONS

Xyks

## WEAPONRY

Stun rays  
Robot guards

## SPECIAL ABILITIES

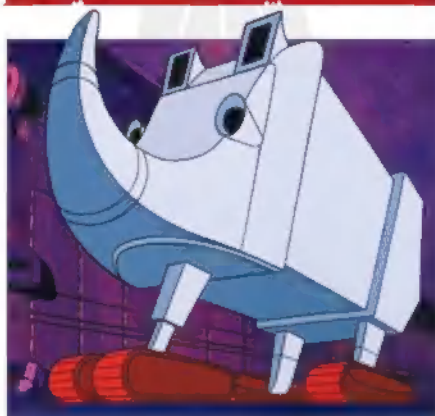
Containing an entire city

## 1987 GERMAN EHAPA MOTU COMICS

The spaceship of the Xyks was a large, diamond-shaped vessel that once landed on Eternia. By emitting stun rays, the ship paralyzed everyone within reach almost immediately. When He-Man entered the spaceship, he discovered an entire city inside of it. Instead of living beings, the ship was occupied and protected by robots. Kidnapped victims from all kinds of different planets were imprisoned in the conversation room. The spaceship eventually left Eternia after He-Man freed all the imprisoned Eternians.



## ZEGONE



## 1983 FILMATION MOTU ANIMATED SERIES

Designed and built by the villain Rago, Zegone was a large, somewhat lumbering vehicle that moved on three treads. With its animal-like posture and horned snout, it bore a strong resemblance to a rhinoceros. The vehicle had the power to plow through the dense Vine Jungle with ease. Once Rago placed the stolen Moorfire Stones on the vehicle to become its "eyes," the Zegone became capable of firing intense beams of energy, although it was no match for He-Man in the end.

## ZODAC'S SPACECRAFT

## AFFILIATIONS

Evil Warriors

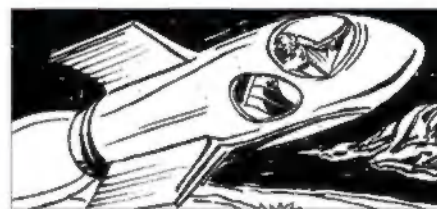


## 1983 LADYBIRD MOTU BOOKS

Zodac's Spacecraft was a starship used in the Ladybird books canon.

The vehicle was red with silver trim. Zodac commonly used this shuttle in reconnaissance operations.

## ZOG'S SPACESHIP



## SPECIAL ABILITIES

Creating elaborate illusions

## 1986 UK MOTU COMIC MAGAZINES

The spaceship piloted by the miniature Zog, although almost as tiny as Zog himself, was an extremely powerful ship capable of creating elaborate illusions that Zog could control as he pleased from the cockpit. Zog stole the ship from his home world, intent on using it as a weapon to impress Skeletor and gain entry to his army of Evil Warriors. However, when Zog learned the hard way just how evil Skeletor was, he decided to return the ship to his home world, confess all, and aspire to become a Heroic Warrior rather than an evil one.

## ZOOM CHARIOT



## AFFILIATIONS

Heroic Warriors

## 1983 FILMATION MOTU ANIMATED SERIES

The Zoom Chariot was a speedy vehicle belonging to King Randor. It was inexplicably lost but then recovered by Prince Adam, who promptly crashed it while returning it to his father at the Royal Palace.









The universe of **He-Man** and **She-Ra** is full of mystery. And thanks to over four thousand entries covering its characters, beasts, vehicles, locations, weapons, and magic, you can learn all of its secrets!

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